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PlayStation.2









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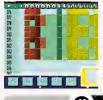
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JULY 2001

ON THE COVER

We're bringing you double the insanity with Crazy Taxi for the PlayStation 2 and Crazy Taxi 2 for the Dreamcast! If you really need to get somewhere in a hurry, these guys are the ones to call! © 2001 SEGA Corporation All rights reserved.









BIONICLE

ww.bionicle.com On the island of Mata Nul the evil I akuta rules and times are darks Legend says t at six her les will some to res in peace. Now the lengendary Toa have arrived on Mata Nut. To defeat Makuta the Toa must find the Great Masks of Power. The Toa set out in searc of the masks. Many dangers wait hem before tiley can fulfill their desuny and free the island TAHL POHATU DPAKA GALL

Six Hereos One Destiny

Collect the Toa and join them on their quest for the Great Masks of Power. This fall, look for exciting BIONICLE™ games from LEGO Software for CAMEBOYASVANCE and PC CO-ROM.









Tips & Tinces Editor in Chief Chris Bienlek just paid 80 bucks for a VCR with all of the same features as the one he paid \$1,000 for in 1985. In fact, in some ways it's better; it's smaller and it plays 5-VHS tapes. At that rate of depredation, you'd think that a Neo*Geo Gold System could now be had for about \$19.95. But you'd be wrong.

Current Favorite Games: Crazy Taxi 2, Mad Panic Coaster, Shenmue, Karate Joe



Cool and collected, Executive Editor Anatole Brown is the calm eye of normalcy in the hurricane of idiosyncrasy that is the Tips & Tracks offices. He drinks coffee, drives a station wagon and generally serves as our bastion of sanity. Seriously, the whole place goes to heck whenever he has to take a day off. It's like the lepredauns come out or something.

Current Favorite Games: X-Men Mutant Academy 2, Super Mario Advance, NBA Street, Pikmin



There's an easy way to tell when Ties & Tracks Art Director Lisa Beattle is under deadline pressure: When leaving the office for the day, she'll say "I gotta get out of here" instead of her usual cheery "Good night." But she soldiers on, bearing her share of the burden that comes with being the #1 video-game tips magazine (and having to prove it every month).

Current Favorite Games: Star Wars: Super Bombad Racing, Dr. Mario 64, NBA 2K1, Crazy Taxi



Though he has a long history of buying and selling trading cards, Time & Tacces Associate Editor Jason Wilson swears that he's out of the card-collecting racket for good. However, if any Time & Tacces reader happens to have a copy of the December 1996 issue of Sports Illustrated for Kids lying around, he'd be glad to take it off your hands...

Current Favorite Games: Capcom vs. SNK 2, Super Street Fighter II Turbo, The Simpsons: Road Rage, Super Mario Advance



Just as professional athletes make extra dough from product endorsements. Ties & Tracks Associate Editor Ara Shirinian has been able to supplement his income by working as a hand model for video-game magazine advertisements, showing off the blisters and calluses that develop when one plays Gran Turismo 3: A-spec all day.

Current Favorite Games: Monkey Ball, Keyboardmania: 2nd Mix, Guitaroo
Man, Gran Turismo 3: A-spec



We may make it look easy, but it's surprisingly difficult to write these mini-bios every month. We usually try to include a little bit of personal information or humorous anecdote about each person, but keep it interesting, in the case of Associate Editor Charlotte Chen, it's an extra challenge to try to do so without using the word "Pokemon." Ooops...

Current Favorite Games: Toki Tori, Luigi's Mansion, The Simpsons: Road Rage, Steel Soldiers



Contributing Editor Pat Reynolds wears a utility belt with a retractable grappling hook, because you never know when you might need one...and you might even get smooched by a princess for being so resourceful. Pat was gonna go into Toshi Station to pick up some power converters, but decided that he can waste time with his friends when his chores are done.

Current Favorite Games: Super Mario Advance, Mat Hoffman's Pro BMX, Dance Dance Revolution: 4th Mix, Armored Core 2: Another Age



As a freelance writer living in Arizona, The & Traces contributor Geoff Arnold doesn't get to see the magazine before it's printed. He treats each new issue like it's a Sara Lee All-Butter Pound Cake, except for the fact that he doesn't have to leave it on the kitchen counter for a few hours to thaw before he slices it open to taste the yourmy goodness.

Current Favorite Games: X-Men vs. Street Fighter, Black Tiger, Street Fighter III, 2nd Impact, Onimusha: Warlords



Visitors to our offices are often repulsed by the smell of burning plastic coming from behind the Tips & Timcus Sports Desk, where Mike Daly plays, analyzes and comments on the latest sports video games. If a new game doesn't meet his lofty standards, Mike will carefully melt the word "SUCKS" into the game CD with his trusty soldering iron.

Current Favorite Games: MLB 2002, NBA Street, Crash Bandicoot: The Wrath of Cortex, Frequency



T&T Editorial Assistant Jamie Andrew collects vintage Zippo lighters, including both pocket and table models. The centerpieces of her collection are three World War II-era Zippos, each with a different U.S. Navy insignia. She only needs Pisces and Virgo to complete her set of Zippos original slim-line Zodiac series from the late 70s. Actually, we just made this whole thing up. She doesn't even smoke. Current Favorite Games: Vasteel, Eastern Front 1941, Carnage Heart: Second Zeus, Tweety & the Magic Jewel

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July 2001

TIPS & TRICKS



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PlayStation₂









Each month we wade through thousands of letters, selecting only the most interesting for you, the discerning reader. If you want your letter to appear here, just write to:

TIPS & TRICKS
8484 Wilshire Blvd.
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If we can't read your handwriting, we can't print your letter. Please write legibly!

SECRET CODE SECRETS

I have a question to ask you. Where do you get your codes from?

—Owen Perez St. Petersburg, FL

It's a little-known fact that our mild-mannered editors also happen to be psychics. Additionally, we are experts in remote viewing. Harnessing the psychokinetic energies that flow through our office space, we are able to travel into programmers' minds and seek out all the secrets and codes they put into their games, even if they work in Texas. It's also a very efficient way to conduct interviews.

ANNOYED AT DDR

I got Dance Dance Revolution for PlayStation for my birthday last month and it's a great game, but I think there's one thing wrong about it. I hate when the audience says "Bool" when your dance meter is low and I consider it very annoying. I didn't want to ask Konami because they'll probably tell me some lame excuse. So my question is: Why did they program the game to say "Bool" When your dance meter is low?

--Adam Askenaizer West Hills, CA

You bring up a good point, Adam...and you're certainly not alone in your opinions. Most games reward you for playing well with sound effects, graphics or some other kind of special reward—but when you don't do so well, some games penalize you, and sometimes they do it in a very initating way. Dance Dance Revolution doesn't really boo at you, although the text "Boo!" does appear on the screen whenever you miss a step. There are

other games that go much further to punish the less-than-competent player. (Those full-motion-video Sega CD games from Digital Pictures come immediately to mind; they were loaded with people who angrily berated you if you couldn't immediately master their cruddy controls.) It's definitely not fun to play a game if it keeps booing or mocking you whenever you make a mistake. This approach to game design is a great idea if your

goal is to frustrate, annoy and belittle the people who bought your game. Fortunately, this type of thing doesn't rear its ugly head very frequently..

THE LAST WORD ON MOOGLES

Hey Tips & Tricks, I've got a letter for you guys and I hope you put this in your magazine. It's surprising to me that the people that have been mailing you haven't figured out what it means when the moogles in the Final Fantasy series say "kupo." Well I have; it means "OK." You can plug it into any one of their phrases and it will work. Well, at least with Final Fantasy IX, because I've seen phrases like, "Help me, kupo!" (which would be, "Help me, OK!") or "Save game, kupo?" (which means "Is it OK if I save your game?"). Personally, if this is true, which I think it is, then moogles have a speech pattern similar to Quina, which brings me to think that ancient cavemoogles (carve game save on stone with hammer and chisel) first lived with ancient cave Q's, (ate the rocks) from where they developed their speech patterns (because they are with the Q's all the time) and changed the word/phrase "OK" into "kupo." Thanks for the time and effort. I know you have billions of letters, but please put it in your magazine.

—Matthew Amason Conroe, TX

Thanks for your letter, Matthew. That's an interesting theory, but this is the last time we're answering questions on this topic. Just because you can substitute one word for another and make sense out of it doesn't necessarily imply that both words are the same. With that logic, you could just as easily argue that "kupo" means "Matthew." Hey, that works even better! "Help me, Matthew!" "Save Game, Matthew?"



When you miss a step in Dance Dance Revolution, you'll receive a "Boo!"

MAGAZINES FROM THE FUTURE

Hi, my name's Doug and I have a question. I always get the next issue a month early. Example, I sent this letter after I got my May issue in April. Why?

—Doug Dewease

Hanover. PA

While most issues of Tips & Taicks hit the newsstands just days before their proper on-sale date, our schedule allows us to ship magazines to subscribers so they might receive them well beforehand. Consider it a further incentive for being a subscriber. It's typical for monthly magazines to be ahead of schedule in this regard, although the amount of "lead time" varies from publication to publication.

TOKEN OF THE MONTH



This month's token is from Dennis' Place for Games in Chicago, Illinois. It was sent in by Dmaine Hanks, also from Chicago. Thanks, Dmainel

Arcade Players & Operators: Send us a token from your favorite arcade! If we choose it as our "Token of the Month," we'll print your name and use your token as the "Arcade" icon in the magazine for one issue. Tape the token to a piece of cardboard (so it doesn't come loose in the envelope) and send it to:

Token of the Month
TIPS & TRICKS Magazine
8484 Wilshire Blvd., Suite 900
Beverly Hills, CA 90211

Friends who slay together,





The epic journey explodes with the all-new Gauntlet Dark Legacy, the only PlayStation 2 game with cooperative play for up to 4 people. With 8 playable characters, including 4 new alter egos, you'll slash together through 8 deadly game worlds with over 60 levels. Wield new weapons and join forces to use advanced combat moves against the bloodthirsty forces of evil. Prepare thy soul, brave one, for you are about to encounter Gauntlet Dark Legacy.





PlayStation_®2







sequel to the popular arcade hit and Dreamcast game, Crazy Taxi 2 is strikingly similar to the first title. Most of the challenges and gameplay are still exactly the same from the original Crazy Taxi, but the setting has been changed to the place where you would expect to find the craziest cab drivers in the world: New York City! The same obstacles are in your way as your try



to deliver each passenger to his or her destination on time—or risk not getting paid. You can also unlock a slew of hidden options in "Crazy Pyramid" mode, including secret vehicles and extra characters. After hours and hours of play, we have unlocked it all; now all you have to do is read the following tips for each stage and do exactly as we say. This strategy guide can actually save you money! If you use this information properly, you won't have to shell out hard-earned cash to replace the Dreamcast that you drop-kicked in frustration or the controller that you threw out the window after failing to complete the "S-S" challenge for the hundredth time. Trust me, I'm speaking from experience.

Learning the intricacles of *Crazy Taxi 2* is the only way to be successful at unlocking everything. Each technique will require a little bit of practices.

tice to master, but nothing is so impossible that you won't get the hang of it after a few games. The key is being able to perform these techniques in timed, high-pressure situations. The right turn at the right time can shave off a few precious seconds, getting you closer to your next fare or unlocking that precious level that's been causing you to tear your hair out for the past hour!

CRAZY DASH



A little trick that makes it much easier for you to take passengers to their various destinations, the Crazy Dash is essential if you ever want to finish off the Crazy Pyramid. To perform this technique while stopped, press the A button to shift your car into Reverse. Now press Drive

(B button) and the Accelerator (R button) almost simultaneously. If you did this correctly, you will hear the engine rev and your car will accelerate to near its top speed almost immediately. Note that you must hit the accelerator just slightly after you shift into Drive in order to get the speed boost. Practice this technique anywhere in the game until you get the timing right, then you can try to do it while the car is moving for an extra speed burst. To do a Crazy Dash while driving, release the R button (Accelerator), tap A to throw it into Reverse for a brief instant, then quickly press B and R as described above. If done correctly, you'll hear the engine whine at a much higher pitch than normal and your car will reach its highest speed almost instantly! It seems unnatural to put the car in reverse while you're trying to drive forward as fast as possible, but you'll get used to it. Once you've mastered the Crazy Dash, you'll wonder how you could have ever played the game without it; this technique changes the game completely. Also: If you miss your destination by a smidgen, you can perform a Crazy Backdash by doing this same technique with the A and B button commands reversed (while driving forward, quickly press Reverse and Accelerate).

CRAZY HOD



This technique was not available in the original Crazy Taxi, but after playing the sequel for five minutes, you may never go back! Press the Y button at any time to perform the Crazy Hop to jump various obstacles and earn some crazy bucks while driving! You can use this while

riding near the edge of buildings for maximum cash flow; it's also necessary for leaping onto various platforms and shortcuts throughout the city. Be sure to steer carefully when performing

the Crazy Hop or you could lose control of your taxi quite easily! If you hold down the Y button, you'll jump even higher.

CRAZY DRIFT



This technique is vital for positioning your car correctly after picking up/dropping off a passenger, making your way down the insanely tiny streets of New York City or finishing off some of the harder challenges in Crazy Pyramid mode. When driving, release the accel-

erator, then simultaneously press the A and B buttons while turning your wheel hard to the left or right. The back end of your vehicle should slide sideways, which allows you to turn around and "fishtail" into the circle around a customer or a destination marker. When you're ready to drive off and deliver a fare or seek out another customer, you'll already be pointed away from the side of the road so you can re-enter traffic without having to turn around! Speed is the key with this technique—make sure you have enough momentum to go into a proper skid. The Crazy Drift is also useful for taking sharp turns; just stay on the gas when you go into the slide and try to straighten the vehicle out quickly without overdoing it and spinning out!

DRIFT HOP



Do a Crazy Hop while you're in the middle of a Crazy Drift to perform this advanced technique. Use the Drift Hop to jump over obstacles during sharp turns without losing any speed! To recover from long jumps even quicker, perform a Crazy Dash right before landing.

CRAZY THROUGH



Drive quickly beside moving vehicles when you see an opening to perform a Crazy Through and earn some crazy money! The amount of money you earn for a Crazy Through depends on two factors: your speed (relative to the speed of the object you're passing) and your proximi-

ty to the object. By performing consecutive Crazy Throughs, you'll start a combo and rack up big bucks until you eventually hit something. Because of the relative speed factor, driving into oncoming traffic earns you more money than if you're passing cars that are moving in the same direction as you—so if you need some extra cash, try the wrong side of the road!



Honestly, this makes the Crazy Box mode from the first game look like a piece of cake. The Crazy Pyramid will tax even the most seasoned Crazy Taxi veterans. Use the following tips and you'll be well on your way to earning secret cars, secret characters and more! Remember, you have to work your way up the pyramid in order to unlock all the challenges; each

level will be unlocked when you clear the two challenges that are immediately below it.



This is the easiest part of the whole pyramid. Simply perform a Crazy

h (up to three times), then press the Y button right at the dge of the platform for some insane air!





Perform a Crazy Dash. then use the Crazy Hop and hit the middle

of the giant golf ball to launch it past the 100-yard goal. If you back up at the beginning to gain some extra momentum, don't o too far or ou'll fall off a cliff!





a Crazy Dash before each

hurdle, then do a Crazy Hop and immediately do another Crazy Dash right before landing. Repeat this process to clear this chal len e in record time!





need to perform a "triple iump" in order to get your taxi over

the required 200 meters to pass this challenge. Hop, step and jumpl You will only have about one second from the time you land until ou need to 'um a a ain, so make each one count. Hold down the button on each jump for maximum height, and don't forget to build up speed with the Crazy Dash before you attempt the jumps.





be the first time you really need to use the Crazy Drift.

Use the Crazy Hop to pop each balloon, then Crazy Drift into a better position to get the remaining balloons.



Complete all five Level 5 challenges to open up Level 4 of the Crazy Pyramid. You'll also unlock a coo interactive map that shows pictures of all of the possible destinations in the Around Apple stage and their exact locations! Look for it at the Around Apple menu.





use the

progresses. To finish the level, you really don't need to do any thing except position your taxi where the ramp appears after









op of pillars that lead to your goal at the top of the building. eed up before each pillar by using the Crazy Dash, then mediately perform a Crazy Drift, then a Drift Hopl You will





Dash to build up speed, then Crazy Hop across the freeway

plete all four Level 4 challenges to open up Level 3 of the Crazy Pyramid. You'll also unlock a cool teractive map that shows pictures of all of the possible destinations in the Small Apple stage and their exact locations! Look for it at the Small Apple menu.







earned

out, all while jumping across large buildings! Use the Crazy Dash to build u s, eed and careful, time jour jum across the gaps. The four dropoff points are arranged in a cross shape with





Don't

the Crazy Dash. After dropping down each section of the build-ing, try to perform a Crazy Drift to land in the middle of each set of arrows, continuing that gattern until ou make your wa down the steps to your goal.

the building you start on in the center





of stairs on the left. You should try to sneak in a Crazy Dash or two on your way us. Halfwa, throu is the challen is nou'll come across a strain thawa that leads to a similar set of steps on the right side. At no point in this challenge should you ever have to push the joystick all the way to the right or left; with patience and a steady hand you will eventually pass this frustrating level.



Complete all three Level 3 challenges to open up Pyramid. You'll also unlock the fastest vehicle in the as seen in the original

Crazy Taxi. To use the bike mode, highlight the "Cabbie" option ress Left or Right until you see your favorite dri-To select the bike in any other mode, highlight your

ZIGZAG 3





Don't go too fast or you'll fall in the ocean! After the first jump, angle

your car up the slope to the left. Prepare for a slight Crazy Drift to the left, then jump on the platform ahead and make a very share left. Failure to do so will result in you bathing with the fish! Head to the left once again, then make a sharp right turn. You're almost there! Do another Crazy Drift to the left, then head up the final ramp and make a sharp turn to the right. You're at the goal!

CRAZY ARCHES





This stage isn't as hard as it looks. Use one Crazy Dash maneuver, then shift

your taxi to the right side. You don't have to use the Crazy Hop to get to the arches on the right; just drop off. After reaching the end of the third arch make three slight Craz Hos to the left side. After the third hop, make a jump to the right, then head to the next few arches. When you come across the last straightaway path, prepare to BRAKE! If you don't, you'll go over the edge and all of your hard work will be lost

LEVEL 2 CLEAR!



Complete both Level 2 challenges to open up Level 1 of the Crazy Pyramid. You'll also unlock a new secret complete outh receipt 2 trainings so open by evelor for the razzy Fyrainin. Tool if also dimited a new sector weblicle: a baby stroller if its very hard to handle, but if you want to use the stroller in Crazzy Pyramid mode, highlight the "Cabbie" option and press Left or Right until you see your favorite driver's name with the "& Stroller" designation next to it. To select the stroller in any other mode, highlight your your character If the offer is but fifter is any live the Latte is different to look be shown the available one



PRATY





In this challenge, you must deliver one passenger to each of the 29

possible dropoff locations in the Around Apple stage in 6:20 or less. Luckily, you don't have to be bothered with picking anyone up; a scary mime sits next to you and magically conjures up a new passenger each time you drop one off. If you use all of the skills that you've acquired to this point, you should be able to clear this level by simply following the arrows and using the Crazy Dash as often as possible.

LEVEL I CLEAR!

Complete the Level 1 challenge to open up the Crazy Pyramid's S-S level. I'll bet you can guess what it is, too...



The hardest level in the game, the S-S challenge requires you to drop off one passenger at each of the 33 different dropoff locations

in the Small Apple stage in 6:20 or less. This is slightly different from the 1-1 challenge, however, because your customers don't tell you where they want to go! You can drop off any passenger at any location that hasn't been visited yet—which sounds easy, but there are a lot of factors working against you. For one thing, the arrow indicator is almost completely useless. It seems to spin around at random while continually trying to point to five different destinations at once. There's no getting around it; you must memorize all 33 locations and try to find a path that will allow you to hit them all within the time limit.

Use the bike for maximum speed, and consult the map that you unlocked in order to visualize the level more clearly. After repeated failure, we finally managed to beat this challenge with Hot-D! Here's the path that we took:

1) the art museum 2) the boathouse 3) the band shell

4) the high school

o) the KAKATE dojo

6) the hospital the post office

9) the fire station 10) the basketball

- 12) the university 13) Burger King 14) Hard Rock Cafe
- 17) the opera house 18) the stadium
- 19) City Hall
- 20) the bank 21) the stock exchange
- 22) the bus terminal
- 24) Ferry Port 25) the law court 26) the clock tower 27) the department
- 28) the public library 29) the TEMPURA
- restaurant 30) central terminal
- 31) the hotel 32) the Church

With heavy use of the Crazy Dash, you should be able to drop off all of the passengers with about 10 seconds to getting snagged on any walls or head-on collisions. After playing this stage a few hundred times, you'll notice that the game actually throws traffic in your path to slow you down! Huge buses will literally smash into buildings at a right angle in front of you; it's like having a brick wall suddenly appear in front of your face! Also, watch out for the white vans that have the word "mom" on their doors in pink letters; they seem to suddenly stop when you get behind them. Use the Crazy Hop to get over obstacles like these whenever they appear



Complete the S-S challenge to unlock the four cabbies from the original Crazy Taxi! They can Crazy Hop just like the rest of the gang and even use the bike and stroller vehicles!

SEGRET GODES!

NO ARROWS At the character-select

screen, highlight the cabbie you want to play as, press and release the START button, then press START again and hold it down while pressing A to lock in your choice. You'll see the words "no arrows" appear in the corner of the screen. We hope you know where you're going!

NO DESTINATION MARK

At the character-select screen, highlight the cabbie you want to play as, press and release the Y button, then press Y again and hold it down while pressing A to lock in your choice. You'll see the words "no destination mark" appear in the corner of the screen. In this mode, your passenger's destination will only be identified by a single green line at ground level, so you won't be able to see it from a distance like you usually can.

EXPERT MODE

At the character-select screen, highlight the cabbie you want to play as, press and release the START button, then hold START + Y and press A to lock in your choice. You'll see the word "EXPERT" appear in the corner of the screen. This code combines the effects of the "No Arrows" and "No Destination Mark" codes.

SPEEDOMETER

You need a second controller plugged into Port C to enter the remaining codes. At any time during a game, hold START and press Up five times on the D-pad using Controller C. A "mph" indicator will appear next to the Drive/Reverse lights in the lower right corner of the screen. Now you can see exactly how much the Crazy Dash is really helping you! To turn the speedometer off, just hold START and press Up on Controller C again.

ERNATE CAMERA ANGLES



Use the following button combinations on Controller C to change the camera angle at any time during the game: Hold START and press X

on Controller C to get a rotating camera that moves clockwise around your vehicle. Hold START and press X again to make the camera rotate counter-clockwise.

· Hold START and press Y on Controller C to switch to a camera that follows you from a fixed location and switches to various fixed locations as you drive around. In this mode, you can tilt the camera by pressing Up and Down on the D-pad on Controller C. . Hold START and press B on Controller C to toggle between three additional camera angles. One is a first-person view through the windshield of your cab, one is a close-up view of your passenger's face and one is a low-angle "street" camera. While using the low-angle camera, you can use the D-pad on Controller C to switch between the following three views: Left-Just behind the left front tire

Right-Just behind the right front tire Up-Very low, right in front of the vehicle

Hold START and press A on Controller C to return to the default view.

BLUE ARROW



If you hold START and press L on Controller C, the arrow that points to your destination will be blue instead of green. This is

one of the most interesting secrets of Crazy Taxi 2. Many people will play the game without ever realizing that the normal green arrow does NOT point directly to your destination. Rather, when you pick up a fare, the computer calculates a route to get you where you need to go and the arrow simply points to the next turn you need to take in order to follow that route. The blue arrow, however, will point directly to the destination mark, even if there's a huge obstacle or impassable chasm between you and your goal. Once you're familiar with layout of the city streets, you may find the blue arrow to be more useful because the green arrow does not consider shortcuts when it recommends a path to take; it only recognizes paved streets. If you know that you can jump over a building to get to your destination instead of going around it, the blue arrow may be more to your liking.

CRAZY TAXI



shaw-style bicycle that any of the game's cabbies can use, beat all of the Crazy Box challenges and save your game to the PS2 memory card. Once you've done this, you can choose the bike from the Crazy Box menu by pressing Right at the "Cabbie" option until you see your favorite character's name with the "& Bike" designation. To use the bike in any other game mode, press Up at the character-select screen after unlocking it. The bike is much faster than any of the characters' default vehicles!

To permanently unlock a rick





If you haven't been able to clear the Crazy Box challenges, you can still use the bike in Arcade or Original mode by carefully entering the following code at the character-select screen: Hold L1, hold R1, release L1, release R1,

hold R1, hold L1,



release R1, release L1 When you lock in your character with the × button, you'll hear a bicycle bell to confirm that the code has been entered correctly. You can also enter the code with the L2 and R2 buttons if you wish.



Use the following code at the character-select screen in Arcade or Original mode. When the character you want to choose is on the screen, press and release R1 once, then hold down R1 and press X. You'll see the words "another day" appear in the lower left corner of the screen.

In this mode, you'll have a different starting point and your customers will be in different locations.



From the "Mode Selection" screen, choose either "Arcade" or "Original." At the next menu, highlight the type of game you would like to play, then hold R1 and press START. Continue to hold both buttons until the words "no arrows" appear in the lower left corner of the screen.

In this mode, the arrow at the top of the screen will not appear.

Hey, hey! Come on over, have some fun with Crrrrazy Taxi...on the PlayStation 2! This ultra-faithful conversion of Sega's high-intensity action game is nearly identical to the Dreamcast version we covered in the March 2000 edition of TIPS & TRICKS, so if you need a map of

the Arcade Mode or tips on how to beat the Crazy Box, you'll have to dig that issue out from under your bed. Some of the driving tips found in this issue's Crazy Taxi 2 strategy will apply to this game

as well. With all that info, the only other thing you'll need are the PlayStation 2 versions of the secret codes...so here they are!



From the "Mode Selection" screen, choose either "Arcade" or "Original." At the next menu, highlight the type of game you would like to play, then hold L1 and press START. Continue to hold both buttons until the words "no destination

mark" appear in the lower left corner of the screen. In this mode, your passenger's destination will only be identified by a single green line at ground level, so you won't be able to see it from a distance like you usually can.

EXPERT MOD

From the "Mode Selection" screen, choose either "Arcade" or "Original." At the next menu, highlight the type of game you would like to play, then hold L1 + R1 and press START. Continue to hold all three buttons until the word "EXPERT" appears in the lower left corner of the screen. This trick combines the effects of the "No Arrows" and "No Destination Mark" codes.



You need a second controller plugged into Port 2 to enter the remaining codes. At any time during a game, hold R1 and press five times using

Controller 2. A "mph" indicator will appear next to the Drive/Reverse lights

in the lower right corner of the screen. Now you can see exactly how much the Crazy Dash is really helping you! To turn the speedometer off, just hold R1 and press on Controller 2 again.

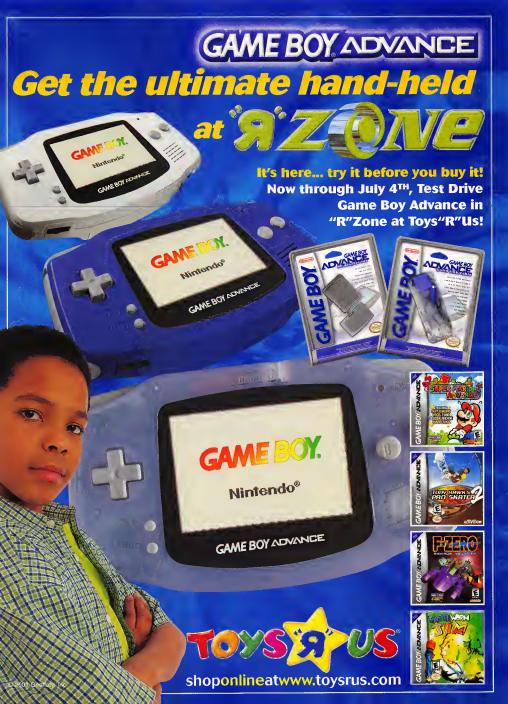


Use the following button combinations on Controller 2 to change the camera angle at any time during the game:

. Hold R1 and press △ on Controller 2 to switch to a camera that follows you from a fixed location and

switches to various fixed locations as you drive around. Hold R1 and press O on Controller 2 to toggle between two additional camera angles. One is a first-person view through the windshield of your cab and the other is a close-up view of your passenger's face.

 Hold R1 and press X on Controller 2 to return to the default view.





Nintendo and Hudson are back with a third helping of Mario Party for the N64! Mario Party 3 serves up new maps, new characters (Princess Daisy and Mario Tennis' Waluigi) and a brand new Duel Mode. There's also a Story Mode for single players, which takes you through all of the game's maps on a quest to earn seven "Star Stamps" from the all-powerful Millennium Star. You'll have to conquer Story Mode if you intend to see everything Mario Party 3 has to offer. This guide will help you master all of the mini-games.

RTTLE ROYALE TIPS

Fans of the first Mario Party games will probably be able to jump right into Battle Royale Mode, while players new to the series would do well to watch the tutorial first. Here are a few tactics that worked wonders for me while playing through these maps.

*Stock up on game-winning items early. Pulling out items like the Magic Lamp and Boo Bell can change the outcome of the game on the final turn of the match, denying your opponents the opportunity to retaliate. Even a Cellular Shopper, used on the second-to-last turn to (hopefully) purchase a Magic Lamp or Boo Bell, can be a lifesaver.

★ If you are leading in stars collected, buy a Boo Repellent ASAP. Other players will be less inclined to waste 50 coins in a failed attempt to have Boo steal a star from you when they can easily steal from another, non-Repellent protected player.

★ Practice the mini-games. Excelling in these games can easily get you two of the three Bonus Stars handed out after the match is over. Plus, if you win a lot of minigames, you'll always have enough coins to buy stars, Magic Lamps and hire Boo to steal stars for you.

THE FINAL BATTLE

After winning on all of the maps in Story Mode, you'll be challenged to a battle with the Millennium Star himself! This is a new mini-game, and it's not difficult if you can run in a pattern and aim decently. This mini-game has three settons, each a bit more difficult than the last. You'll be on a platform, and the Millennium Star will send small shooting stars at you. In the first section, he sends five stars, spaced apart. Avoid them by running a circular pattern around the edge of the platform. After the stars cool off, pick one up and throw it at the Millennium Star. Jump before throwing if you need to get a little extra distance on the toss. After two hits, the platform is filled with liquid metal and your movement will be affected. This time, nine stars will come

down at you in rapid succession. Continue the circular pattern to avoid being hit. You must hit the Millennium Star twice before moving to the final section. This time, the floor of the platform is turned to slippery ice, which will affect your stopping ability. 11 stars will attack you during each wave, and once again you must hit the Millennium Star twice, this time to win

the game. You also have a time limit of three minutes in which to defeat the Millennium Star.

July 2001

DIEL HODE

Duel Mode is Mario Party 3's new attraction. While Battle Royale plays very much like the previous games in the series, Duel Mode pits two players

against each other in a shorter, much more intense battle. I strongly suggest that you watch the rules of this new mode before playing, as it is fairly complicated and the tutorial takes you through every facet in an easy-to-follow fashion. Here are a few tips that I think are helpful.

REYNOLDS

★Try to get two of the same partner whenever possible. Every few turns, the partner roulette spins much slower, allowing you to choose the partner you want. Match the new partner to your current one and you'll get a nice bonus to their stats for as long as you have a pair of the same partner.

★ Play keep-away if you get an early lead. Duel games only last 20 turns, and they go quickly. Some maps make it fairly easy to stay away from your opponent. If you manage to get a couple of good

hits in early, you can wait out the rest of the game by hiding from the opponent and you'll win (the winner is determined solely by the player with the most remaining heart pieces at the end of the match).

think a couple of turns ahead in Duel Mode. If your coin total is hovering in the 20s, then choosing two partners who cost five coins per turn will bankrupt you after two turns. If possible, try to choose partners with a cost that fits your coin amount, and which you can afford to pay for at least two or three turns.

BONTS STATS

Even if you end a Battle Royale match with no stars, you can still clean house during the post-game bonus star handout. Here's where your skills in the mini-games will really pay off. There are three bonus stars awarded after the game is over, and two of them tie in with mini-games very heavily. The first goes to the player who earned the most coins in mini-games. The second goes to the player who had the most coins at any point during the game. Clean up in the mini-games and you stand a good chance of collecting both of these stars. The last bonus star goes to the player who landed on the most '?' spaces, and this one is based mostly on luck. However, some y skill and a few shrewd choices during the game can net you the

first two bonus stars and improve your chances to win greatly.

ITEMS

and you receive items in a wariety of ways. The word you receive items in a wariety of ways. The most common is through the shops found on the Battle Royale boards. You'll be able to buy all but the rarest of items in these shops, although their stock is randomized each time you visit them. Item spaces on the boards lead to one of two outcomes. Toad or Baby Bowser may ask you a multiple-choice question (don't get too greedy here), which results in your winning common items (mushrooms, skeleton keys), very rare items like the Wacky Watch or nothing at all (if you answer incorrectly). Alternatively, these squares can

lead to an item mini-game, where your

skill will determine the prize you win.

4-PLAYER MINI-GAMES

In this set of mini-games, it's every player for himself. Only the winner takes any coins, so the competition in these matches is fast and furious..

Treadmill Grill



The key to this minigame is to stomp on your opponents' heads when they are near the

edge of the treadmill. The few seconds it takes to regain control after getting stomped will usually result in their dropping off of the side; you can punch them, too. Play aggressively, because if you don't win quickly, podoboos start falling onto the treadmill and the play area becomes progressively smaller.



There are a few ways to win this minigame. If you're playing against the computer, grab a pen

and paper and jot down the positions of the items before they get knocked from the shelves. Human opponents probably won't take too kindly to that method, so, unless you have a great memory (in which case, memorize where every item is and you'll almost always win), try to memorize either the top or bottom row of items,

or a section of items. When the game starts, quickly put all of the items you didn't memorize into place. Then slowly put all of the items whose places you're certain of on the shelf. By quickly placing the items you didn't memorize, other players may copy you, thinking that you know what you're doing. It's all about psychological warfare in this minigame, since the other players can see what you're

Ice Rink Risk



Unlike Treadmill Grill, you won't be able to attack the other players here. The object is to simply avoid the

spiked Koopa shells that fall into the rink. Stick near the edges of the rink, as you'll be able to see the trajectory of the shells (up to three of them will fall into the rink) and move out of their way. You'll also have to take into account the slipperiness of the ice; jumping will help you stop where you want to without sliding too far.

Picture Imperfect



Here's a second "memory" minigame, but this one requires more luck than skill in hitting the

block when the feature you want is onscreen. In fact, the final feature, usually the eyes, changes so fast that it's only by pure chance that you'll get the right one. Time the early features carefully and try to get at least two of them correct for a good shot at winning.

Curtain Call



This is another memorization game. Jot down the order of the characters to make it really

easy when playing against the computer. Some of the question phrasing can be difficult; remember that "the first person from the left (or right)" refers to the leftmost (or rightmost) character, not the first person in from the left (or right). If you know the correct answer, quickly choose it and press A so the other players don't have a lot of time to look at the answer you're selecting.



Here's a classic Mario moment: Hit the blocks, then fight over the mushroom hidden in one of them. The player who gets the mushroom will become huge and get the chance to run over the other players before shrinking down again and starting the process over. If you see

another player hit the mushroom block (it's announced by the classic Super Mario Bros. mushroom sound effect), hightail it over there and use B to try to push the opponents out of the way and claim the mushroom. Also, jumping to grab the 'shroom before it lands is a very good strategy. If someone else gets it, run a pattern around the walls of the arena—the power-up makes your opponent big, but it also limits their movement to charging in a straight line.

Parasol Plummet



In this minigame, every player gets to keep the coins collected during the game, Try to stay near

the center of the screen, so you'll have time to move in the direction of coins and out of the path of hammers. Getting hit by a hammer will cost you a few seconds during which you can't grab any coins.

M.P.I.O.



It's quiz show time! Most of the questions are easy, but there are a few trick questions thrown in as

well. If you're doing poorly or another player is about to win, never underestimate the power of guessing. Buzz in as soon as possible and you have a 1-in-3 chance of quessing the correct answer. I've seen a person win this mini-game by guessing on every question, much to the frustration of the other players.

Cheen Cheen Chase



This is a pretty simple race, since vou don't have to move around at all. Iam on the A button and

press B (or Z) to dive under the mines. The danger is that if you want to win, you'll be pretty close to the right edge of the screen, which limits the time you get to react to the mines. However, if you hit one, there's still a chance that you'll be able to recover, so don't give up.

Snowball Summit



The trick to this mini-game is to get a really big snowball by rolling it around before attacking someone with it. Try rotating the joystick to build one up quickly without moving too far from your starting point. Snowballs of any size will cancel each other out, so another

player can block your monster snowball with his tiny one. Also, you don't even have to launch your snowball for it to be effective; simply walking up to another player and touching him/her with the snowball will have the same effect. Hitting an opponent with a giant snowball guarantees that they'll be knocked off the summit no matter where they are.

Aces High



It's a dogfight in the clouds! Your best weapon is the homing Bullet Bill, which you activate by

holding Z until Bullet Bill starts flashing, then release the button to fire. This projectile will track the nearest opponent and is difficult to evade.

Mario's Puzzle Party



This puzzle game is kind of like a stripped-down version of *Dr. Mario*—score points by

matching two like colors. You can score extra points for causing chain reactions, and the occasional Thwomps (which compress the blocks they land on)

> add some extra strategic elements. The default setting for this mini-game is 100 points, although in the Mini-Game Room you can change this to as high as 1,000 points if you and your

points if you and your buddies want to play an extended game.

Frigid Bridges



You'll benefit from a light touch on the analog stick during this mini-game. Negotiating the curves of

the thin, icy path can be frustrating, so take it slow if you need to. The computer players tend to fall off the bridge several times; use this knowledge to your advantage and play carefully.

Rockin' Raceway



Finding a good rhythm to your button taps is the key to winning this mini-

game. Tap too fast and you'll run out of carrot power and spin out. If you can find a steady rhythm you'll be able to keep a good pace throughout the race. Regulate your speed so you can hit the two carrot symbols while they're orange and get a temporary power boost. Be careful, though—if you hit these symbols when they're purple, you'll spin

Bounce 'n' Trounce



Use the Ground Pound (A followed by Z) to spinbounce your opponents off the small

playing field. As the timer counts down, blocks will begin dropping off the edges of the arena, making the fight to stay on even harder. Do whatever you can to remain near the middle.

The Reat Goes On



Bemani fans will recognize the title of this mini-game as an homage to Konami's Beat-Mania 4th Mix, which was

subtitled "The Beat Goes On." This mini-game is similar to Parappa the Rapper or Um Jammer Lammy—you'll be given a string of button presses and then have to mimic them when your turn comes around. The catch is that each player gets to add an additional button press to the string after completing his turn. This means that the longer you stay alive, the harder the string becomes. When playing against the computer, you can make this mini-game easy by writing down the string, otherwise you'll have to rely on your memory and sense of rhythm.

Ausful Town



Time to put those oldschool Mario skills to the test; you know, from back in the day...when

Mario was all about jumping on blocks and not playing golf, tennis and board games? Timing is the key here, as the blocks move up and down and you'll fall if you miss a jump. You also have Hammer Bros. to contend with at a few points up the tower.

Chin Shot Challenge



It's mini-Mario Golf! You'll have to take into account the slope of the green and aim your shot

accordingly in order to get the ball to land near the hole. If you're really good, try for a hole in one!

Water Whirled



This minigame reminds me of R.C. Pro-Am... but it's on water with mini-boats, so it's more like

Cobra Triangle. The course is extremely small, so you'll have to use skill to stay ahead of the competition. Begin your turns, just before each curve; the boats slide into turns, so if you wait too long you'll find yourself hugging the outside wall. Start your turns from the middle and move to the inside wall to pull ahead of the other players.

Pipe Cleaners



This is a pretty easy mini-game, especially against the computer.

Since the pipes show the directions and button combinations necessary to hit them, all you have to do is be able to react quickly and hit the Baby Bowsers as they appear.

I VS. 3 MINI-GAMES

This set of mini-games pits one player against the others, who must work together as a team to win.

Coconut Conk



The threeplayer team must work together to hit the single player in the barrel below. Poor team-

work will lead to teammates jumping on each other instead of the treetops, giving the single player an advantage. Instead, work together to box in and defeat the single player, as the single player, you'll have to anticipate where the coconuts will land and move to avoid them. This mini-game is difficult to win for the single player.

Spotlight Swim



Once again, the threeman team will have to work together to focus all of their spot-

lights on the swimmer. As the swimmer, constantly use the dive button to stay underwater for as long as possible. You can mislead the others by swimming in one direction, waiting for the bubbles to appear, and then changing direction before resurfacing. The spotlight operators should try to anticipate where the swimmer will surface, as there is a delay before he can dive again. If all three spotlights are on the diver when he surfaces, it's an easy win for the three-player team.

out and lose your speed.



player, send the boulders down the hill at an angle, so they ricochet off the walls and present a

hazard for all three other players. Refrain from aiming the boulder at a single player unless that person is getting very close to the top. As the three-man team, you should avoid grouping together; each player should take a position (right, middle, left works well) and move together up the hill. This makes it more difficult for the opponent player to hit all of you, increasing the odds of success.

River Raiders



River Raiders is one of the few special mini-games in which everybody gets to keep the coins

they collect during the game; there is no real "winner" or "loser." As the boat driver, try to lead the three other players away from good items like coin bags and into the logs floating on the river. The boat is sluggish, though, so you'll have to be skillful to grab the most coins. The three-man team has the advantage here, since their control is better, and they can cover a wider area of the river, essentially snagging any coins that get past the boat.

Crazy Cogs



Once again, the threeplayer team should avoid clustering together. Stick to the outside edge of

the cog. Ignore the shadows that pass over the cog extremely quickly; they're decoys. It's the shadows that stay on the cog that indicate an incoming Bullet Bill. The single player has the upper hand in this mini-game, as he or she controls the spin of the cog and can maneuver the other team's players into the path of the Bullets.



The single player has the advantage in this game, as he's in no danger of being knocked out

of the arena. If you're in this position, be sure to mix up the pattern and height of your waves (bigger waves are caused by jumping higher and using the ground pound move) to throw the opponents' timing off. For the other three players, this minigame is all about skill and timing. Time your jumps correctly and you'll be able to stay in the game.

Hide and Sneak



The single player has a slight advantage in this mini-game. The threeplayer team needs to

avoid picking the same hiding places to maximize their chances for success. Even if you tell each other where you're going to hide in earshot of the opponent player, the game will always come down to a 50/50 chance. For example, on the first turn, the single player will choose a hiding spot and eliminate one of the three. On the second turn, he can eliminate another player. On the third and final turn.

two hiding places left, and therefore a 50/50 chance of either team winning based on luck. However, if the three-man team is lucky and there are two members remaining on the third turn, simply announce where you're going to hide (so you don't both pick the same spot) and you're guaranteed the win.



Before guns, men had balls.











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PlayStation₂

and, Line and Sinker



Controlling the fisherman in this mini-game is very annoying, as the sensitivity is boosted way

up and it's very difficult to get your line to go where you want it. As the fish, stay as far across the pond as you can and stay still until the fisherman casts his line. If you see that it's going to catch you, quickly move to the left or right to avoid being dragged in Repeat this process for an easy win as the fish. As the fisherman, you'll have to try to lead the fish a little to trick them into moving directly into the path of your line.

Ridiculous Relay



Here's a mini-game that seems skewed in favor of the three-man team: the single player has all kinds of obstacles to avoid—and loses speed when hitting

them-while the three-man team has clear sailing and simple button presses to move forward. Actually, the first and third players on the relay team have an easy time of it, but the monkey wrench is thrown into the works during the second player's run. For novices, getting the pattern right (Up + A, Down + A, Up + B, Down + B, repeat) and doing it smoothly is difficult and frustrating; the second player will often lose the game for the team. Once you get the pattern, it's actually very easy, but this is one mini-game where using the Practice feature before playing it with inexperienced gamers is highly advised.



Teamwork is essential if you're a part of the three.

man team in this mini-game. Concentrate on the space above your Thwomp and only hit your assigned button when you see the indicator appear there. Hitting your button at any other time causes your team to lose momentum. As the single player, you won't have to rely on partners to move your sled along, but you will have to push all three buttons to accomplish the same task, so quick reaction time is necessary to win here.

2 VS. 2 MINI-GAMES

These mini-games even the odds by pairing players up into teams of two. You'll need to work together to win the coins. However, you can also use these mini-games to sabotage a player who's doing really good. If you get paired with a player who you don't want to win, you can sacrifice the game by purposefully losing it for your team. You won't make many friends—and you won't win any coins, either-but it can be a useful strategy when used wisely.



You and your partner should each take a half of your side of the pizza and work on that. This way

you'll avoid wasting time when you've both eaten an entire portion of the pizza and have to move through empty space to get to the remaining portion.

Baby Bowser Broadside



The toughest part of this mini-game is keeping your cannon aimed at Baby Bowser, As the Outer tower

Two players

must work

together to

this

chop wood in

Teamwork is

absolutely es-

sential in this

spins around the center, it's easy to miss your mark. Keep an eye on your cannon so you can adjust your aim when the tower begins to rotate. As long as you keep the cannon trained on Baby Bowser and jam on the Fire button, you should be able to do well in this mini-game.

Puddle Paddle



Similar to River Raiders in that you get to keep however many coins your team collects, Pud-

dle Paddle forces you to work together with your partner to steer a raft around a small pond. Avoid hitting the hammers, as they will slow you down. Try to stay on the opposite side of the pond as the other team; you'll have a better chance of collecting a good share of coins if you're not constantly bumping rafts.

lyper Hydrants



One player in this minigame has a duty similar to that in Pump, Pump and Away, and must

find a good rhythm to pump water into the other players' hose. The hose handler should use B to get a longer stream of water onto each of the fireballs. The fireballs will take a few seconds before they're extinguished, so be sure to keep the water stream locked on target until it's done the job.



easy mini-game, It's only a matter of hitting the correct button (A, B or Z) that's prominently displayed on the log. Both player must do their part to chop more wood than the

other team. Picking Panic



mini-game, Remember that you must press and hold A to grab the cherries, then release to throw/drop them. If

you're the picker, you must take into account the fact that the number of cherries in the bunch affects the distance that you can throw them. Three cherry bunches should be released at the apex of your swing and grabbed by the partner immediately. Smaller bunches can be released earlier, as they'll arc higher and fly farther. Practice is recommended in order to get into the swing of this mini-game.

Cosmic Coaster



This mini-game can be tougher than it needs to be unless you catch on to the control nuances of the coaster car.

There are three positions on the rail: left, middle and right. Whenever you need to move only one position to avoid an obstacle, you only need to lightly tap the analog stick. Push it too far and you'll move all the way to the right or left side. Conversely, when you need to move from one side to the other quickly, push the analog stick all the way in the direction you need to move.

Pump, Pump and Away



Finding the proper rhythm of button presses in this game is essential. If you go too fast, you won't send any

air through the tube. Too slow and you'll lose. Find a good, rhythmic pace (about 1/2 second between button presses) and you'll do okay.

Etch 'n' Catch



You and your teammate should start on opposite sides of the

Toad stamp and run in alternate directions in a circle around the stamp to enclose it. It takes precision teamwork to



Slot Synch



The roulette blocks go iust slowly enough that if you can discern the

pattern you'll be able to hit the character you want to after some practice. Once you get the basics down, the tricky part is trying to hit the characters that give you points...and making sure that your partner can do the same. If you're playing with a partner who can't hit the necessary character to make a match, switch controllers and let him hit the first one, and then you can try to match it.

d of the Line



.

This is a guessing game, pure and simple. There are three sets of tunnels, and only one tun-

nel in each set continues on at the other side. The other one dumps you off a cliff and you're sent back to the beginning. So you'll either get through all three tunnels by luck, or you'll learn from your mistakes and take the correct tunnels after some plunges. Oh, yeah—the computer has a tendency to get all the way to the end of this mini-game unhindered, which is very frustrating...



Look carefully at the three choices and you'll see that there are elements on each that aren't on ei-

ther of the others. Wait until you can rule out two of the choices and then pick the remaining one. It's very easy to beat the computer in this mini-game...but it's not so easy against another person, though. It's all about looking for details quickly and then picking an answer before your opponent does.

Motor Rootes



cause this mini-game reminds me of S.T.U.N. Runner, and I'd bet money that less than

I feel old, be-

50% of the Mario Party freaks reading this even know what that is, S.T.U.N. Runner is an old Atari arcade game which placed you in a hover-racer as you sped through tunnels with zip pads located on the walls, floor and ceiling to give you a boost of speed. Motor Rooter puts you on a Koopa Shell; you need to hit the zip pads on the walls, ceiling and floor of the tunnel to speed up and win the race. As an added bonus, there are electrical traps located at intervals in the tunnel. Aim for the opening, because if you hit the electricity, you'll lose your momentum and have to build it up again.

DUEL MAINI-GAMES

Duel mini-games pit player against player in a mano-a-mano showdown, with the best man taking the reward. There are three ways to play Duel games. During the last five turns of the Battle Royale match, any two players who land on the same space will face off in a Duel. The Duel Glove item can be used to challenge any player to a Duel minigame. Finally, all of the mini-games in Duel Mode are selected from this pool.



Make like Tarzan in this amusing minigame, For some reason, the computer is really bad at this game, so

when playing against it you'll be able to take your time and move carefully from vine to vine. Basically, you'll want to wait until the next vine nears your current vine to jump, then continue this until you reach the end.

Baby Bowser Bonkers



The biggest misconception about this minigame is that you have to iump onto the Baby

Bowsers. You don't. Simply walking onto one of them starts you bouncing, and then you'll want to try to string together as many head-stomps as you can. The best way to do this is to hang out near the outside edges of the board and start your head stomps there, working your way either around the sides or in toward the middle to get the most number of "bonks" in one run.



This is another test of jumping ability. The hands on the clock will change direc-

Anticipating

going next is

where the

chicken is

the key to winning

this

mini-

tion and speed, so you'll need to take that into account when timing your jumps.

wi Play



game. Since the Grab button is a bit slow, you'll need to guess which way the chicken is going, then turn and grab at the air, hoping that the chicken will walk into you. Getting it into a corner is the best way to win here.



The only skill involved in this minigame lies in how quickly you can jam on the A button in order

to hit a Baby Bowser target every time the windows open. Make sure that your cursor is over Baby Bowser before you start blasting away, though-you lose 10 points if you accidentally hit Toad instead.

Silly Screws



Lining your bolt up with the next one in order to move on doesn't have to be hard at all. The secret

is to start slowing down (by spinning in the other direction) just before you reach the next bolt. If you're jamming on the button for speed, you'll fly right past the bolt and have to waste preclous time moving backward. Slow it down and you'll be able to line up and move on without missing a beat.



The memories of Super Mario 64 are flooding back! Swing Bowser by the tail and let him fly.

This mini-game requires a lot of buttonmashing, and the computer is incredibly good at that (since it obviously doesn't have to mast on any buttons). Jam on the

> A button and use the stick to throw Bowser at a good angle (somewhere between 45 and 60 degrees is best), then hope for the best.

TIPS & TRICKS

July 2001

BATTLE MINI-GAMES

Battle mini-games are kicked off when a player lands on the Battle Space in one of the Battle Royale maps. An amount is selected randomly (0, 10, 20, 30 or 50) and that number of coins is taken from each player to form the pot. If 0 is chosen, the minigame doesn't take place. Battle mini-games differ from the other mini-games in that the first and second placing players win coins (it's split about 70-30), with the remaining two players going away with nothing. Therefore, Battle games can quickly change the tide of the game. Unfortunately, with the stakes being so high, it's a shame that several of these games are entirely chance-based.



Pick a card and jump on it. If you get a Baby Bowser, you lose. If you get a Boo, everyone

runs away and then returns in a different order to continue the game. Get a Toad and you return to the line to wait for your next turn. Repeat until only one player is left. This mini-game is entirely luck-based.



Slap Down is a test of reflexes. When you see the flower that matches the picture in the middle, be

the first to hit A and you'll win. Slap on the wrong flower and you're out.

All Fired Up



Play keepaway from podoboos until only one player is left or the time runs out. The pat-

terns are pretty easy to avoid; the trickiest one is the circle of fire that forces you to jump to the middle of the screen and then back out again when the circle retracts. Wait until the last second to jump out of the ring, as it has a habit of contracting and then expanding again, tricking you into jumping right onto the flames.



Here's a variation on the old "follow the ball under the tin cup" magician trick. Pav attention to

which door each of the characters enters. and then be the first to answer correctly when asked which door a certain character entered. The winning players are the two who enter the correct answer with the fastest times.

Merry-Go-Chomp



This is another luckbased game. Pick a color on the merrygo-round and hope that it's not

the one that stops in front of Chomp. Repeat until one player remains. I've searched for patterns on this mini-game, such as matching my character with his color on the merry-go-round (i.e. Mario on red, Yoshi on green), but it seems that there's really no skill involved here.

Locked Out



This is the closest thing to Super Smash Brothers you'll find in Mario Party 3. It's a battle royale for the key in order to move on. In each room, there's always one fewer door than there are players, so someone is going to get eliminated each time. Getting a key to match the symbol on the doors is a triumph in itself, since all of the players can throw punches, and getting punched causes you to drop the key. A good strategy is to hang back and see which

keys the other players go for first. If they're clustering around a key, go for a different one. As soon as you grab a key, make a beeline for one of the doors, avoiding other players on the way.

Storm Chasers



This minigame can be tough! Keeping your Piranha Plant pot under the small rain cloud for any

length of time is difficult, especially since all four players are trying to squeeze into a space that's only big enough for one-

and there's a Monty Mole around to trip you up. Try to anticipate where the cloud is going and get in front of it.



Run in a clockwise pattern around the eyeball. The eve gets smaller after each lap and disappears

after fifteen. Avoiding the podoboos that drop into the arena is difficult. Sometimes it's better to simply stop and let them disappear rather than risk getting hit by them and losing time. Try to stay close to the eyeball to decrease the distance necessary to make it around each lap. If someone else wins, keep going; second place counts as well.

ITERN ANINI-GARNES



Stop the light when it's on the prize you want to win that prize. The light moves really fast, but if you concentrate vou'll be

> able to pick and choose the prizes you want after a little bit of practice.



Wait until the ball is over the plate before swinging. Swing too early and you'll miss. Too late and you'll pop the ball up in the air. Even when you hit the ball, there's no way to know which item you'll get, making this one of the leastwanted item mini-games.

Bobbing Bowloons



talgia when playing this arrow-shooting minigame. It's pretty easy to hit the balloon you want here, but you have remember to take into account the movement of the balloons and fire your arrow early or late as needed.





Similar to the Winner's Wheel, but slightly harder to predict what item you'll get. Using the

Practice option, concentrate on the item you want and start your Ground Pound when that item is at the top of the circle. Since the amount of time it takes to do a Ground Pound can vary depending on how high you jump, you may need to trigger the initial jump when the item is slightly to the left or right of the top position.

Swinging With the Sharks



Landing on the item you want is all about timing here, Jumping from the apex of the swing (the

furthest point in its arc) will land you on the item farthest to the right, Jump a little sooner to get the second item from the right, and so on. Practice this one in the Mini-Game Room and you'll soon be able to grab whichever item you want.

Swing 'n' Swipe



This is the easiest item mini-game. All you have to do is pay attention to the Baby

Bowser with whichever item you want and hunt him down. They all tend to cluster together, but have patience, wait for the one you want to move out of the group and them whack him with your hammer for an easy item.

. GARNE GUY RAINI-GARNES

Also known as Gambling Mini-Games, this set of high-risk games of chance can increase your coins substantially...or take them all away from you in seconds. These games are almost all entirely chance-based, although there are a couple that are easier to win than others. The drawback of these games, of course, is that if you lose you forfeit all of your coins, and that always hurts. Still, if you get lucky...

Guy's Magic Boxes



One treasure chest holds Toad, the other, Baby Bowser, Pick the one with Toad and vour coin

total doubles. Pick Baby Bowser and you lose it all. If you choose correctly, you'll get a chance to try again to double your winnings. You have a 50/50 chance to win at this game, which is better than the chances at some of

Game Guy's Lucky 7



Think of this mini-game as Blackjack with dice. You (and Game Guy) get two rolls of the dice (with 6

being the highest possible roll per throw) to move up the stairs. Your goal is to land higher than Game Guy, but if you go too far (past step 7) you'll fall off and lose. Likewise for Game Guy. If you end on a higher step than Game Guy, you'll receive double your coins. Land on the seventh step, though, and your coins will multiply by ten!

Game Guy's Roulette



It might seem like the odds are a lot lower, but generally this Game Guy challenge still comes down

to about a 50-50 chance. Look at the odds in the upper right and bet on either the 2x or the 4x space. These two almost always win; your chances plunge considerably if you place your bet on any of the others.

Game Guy's Sweet Surprise



Bet on either Big Chomp or Little Chomp to win the cake-eating contest. This is probably the easiest of

Game Guy's Mini-Games to win; just put your bet on Big Chomp. I've never seen Little Chomp win the contest, and I've played this mini-game a lot. I'm sure it happens occasionally, but the odds against it are so high that you're practically quaranteed a loss if you bet on him.

the others in this set.

GET TWO EXTRA MAPS FOR



PARTY MAODE Beat the Story Mode with any character to make the two final maps—Waluigi's Island and Backtrack-

available for play in Party Mode.

GARNE GUY'S GARNE ROOM

Located inside Toad's Mini-Game Room, this area lets you play the various Gambling Mini-Games. You aren't allowed inside until you've received the ranking of "Miracle Star" in the Story Mode, though, To accomplish this, you'll need to play your best and get "S" rankings on most of the boards.

CLASSIC NAMES



and the game will automatically use a classic Mario character BONUS COINS

After using a Mushroom, if you roll the same number on both dice, you'll get 10 coins.

TAUUT

While on the game board, you can press the L button to make your character taunt at any time, even during other player's turns. There doesn't seem to be a limit to this, and it does get annoying quickly.

MINI-GAME ROOM "???" GARNES



There are three bonus mini-games playable at Toad's Mini-Game Area in Party Mode. You must accomplish various tasks to unlock each of these. **Dizzy Dinahies**

A longer variation on the four-player Water Whirled mini-game, Dizzy Dinghies allows one player to choose from three courses and three different mini-boats to attempt to beat the current record. This mini-game is unlocked after all of the regular mini-games are available in the Mini-Game Room.

Stardust Battle



This is the final showdown against the Millennium Star that you must play to win the Story Mode. It becomes available for play in the Mini-Game Room after you win the Story Mode.



This is a single-player version of the fourplayer mini-game of the same name (see the mini-game guide for tips on this game). To unlock it you'll first need to have unlocked Game Guy's Game Room. Turn your 10 coins into 1,000 or more coins and you'll unlock this mini-game. This is no easy feat, but with some perseverance and a lot of luck you can do it.



strategy

MAT HOFFMAN'S PROBINX

ollowing in the footsteps of the Tony Hawk's Pro Skater series, Runecraft, Neversoft and Activision have teamed up to keep the extreme side of console gaming alive with their latest release, Mat Hoffman's Pro BMX. Tony Hawk fans will instantly find themselves in familiar surroundings, yet the gameplay is still simple enough for beginners to learn within a few minutes of starting the game.

Now if I can just bring myself to believe that it is physically possible for an 80-year-old granny to do a Superman Seat Grab, I may just keep myself out of the loony bin for a few weeks...



In addition to normal ground and air tricks, each rider has trademark moves which can only be performed when the "Special" trick meter

is flashing. These special moves are character-specific and require practice and dexterity to perform on a regular basis-which you'll need to be able to do later on in the game when trying to accomplish certain objectives.

trick combinations/multipliers

Trick combinations are the key to putting yourself a step above the rest and earning high scores and medals. As in Tony Hawk, you can perform tricks and link them together with the use of manuals and grind tricks. Each time you add another trick to your total trick combination, you will earn successive score multipliers that will raise your score even higher. For example, if you do a Nose Manual to Toothpick Grind, your total score for both tricks will be multiplied x2 at the end of the trick combination. As you can imagine, the possibilities for tricks are rather endless...especially if you are able to link multiple trick sessions together. Variety is important, however, since the point value you earn for a specific trick will decrease under any of the following circumstances: You do the same trick more than once at any time in the same level

- You do the same trick more than once in any combination of tricks
- You do the same combination of tricks in any order during the entire trick combination

Look for Gap areas (marked in BLUE letters) when performing tricks to boost your score even higher.

The instruction manual only lists two of each rider's "Special" tricks, so I've included all of the Specials below. In addition, each rider starts out with specific abilities (stats). These stats can be altered by progressing in the game, unlocking new bikes and selecting to equip or remove certain parts from your bike. Each stat is self-explanatory and you may be required to increase or decrease specific stats in order to accomplish certain level objectives.



mat hoffman

Specific Tricks

↑ + O—Rocket Queen

↓ + □—No Footer Switch Hand

Special Tricks

↑ ↓ + O—Backflip Tailwhip

- ↓ ↓ + ○—Superman One Hander
- ← → + □—Peacock
- → + □—Bar Hop
- → + ○—Triple Tailwhip

mike escamilla

Specific Tricks

→ + □—One-Footer

+ —Nothing

→ + O—One Hander One Footer X-Up

← + O—Can-Can

+ O-Indian Air Superman ¥ + △---Handplant

Special Tricks

- ↑ ↓ + ○—Backflip One-Footer
- ↓ ↓ + ○—Superman Seatgrab Bar Spin
- ← → + □—Body Varial
- ↓ ↑ + ○—Front Flip

- Iay Station



cory nastazio

Specific Tricks

- → + □—No-Hander
- ► + □—Nothing
- 7 + O-One Hander One Footer
- ↓ + ○—Indian Air Superman

Special Tricks

- ↑ + Suckflip Tabletop
- ↓ ↓ + ○—Superman Seat Grab
- ↓ ↑ + ○—Front Flip
- ↓ → + ○—Double Tailwhip



rick thorns Specific Tricks

- ↓ + □—No Footer Switch Hand
- + —Nothing Seat Grab
- ← + O—Can-Can
- ↓ + ○—Indian Air Seat Grab
- 7 + O-One Hander One Footer
- ¥ + △—Foot lant 360 Tailwhi

Special Tricks

- ↑ ↓ + O—Backflip No Footer
- ↓ ↓ + ○—Double Seat Grab Superman
- ↓ → + ○—Front Body Flip
- ← → + O—Decade Air



kayin robinson

- **Specific Tricks**
- ↑ + □—No Handed One Footer
- → + □—One Footer
- ← + O—One Handed Can-Can
- ↑ + O—Rocket One Footer Candy Bar
- ¥ + A-Double Footplant

Special Tricks

- ↑ ↓ + O—No Handed Back Flip
- ↓ ↓ + ○—Superman Tube Grab
- → ↓ + □—One Handed Swing Leg
- → + □—Barhop



oranny

To unlock Granny, simply start the game in Career Mode, enter any level with any character, then press START to pause the game and select "Retry" from the pause menu ten times consecutively. Granny will

then be unlocked as a playable character.

Specific Tricks

- ∠ + □—Barspin to Barspin Back
- ¬ + □—Double Seat Grab
- ↑ + O—Rocket No Hander
- ∠ + △—Handplant
- ¥ + △—Double Footplant

Special Tricks

- ↓ ↑ + ○—Front Body Flip
- ↑ ↑ + O—Sugerman Seat Grab
- ↑ ↑ + □—Gum Grab



ios kowalski

Specific Tricks

- ↑ + □-Neilarm Strong
- ► + □—Nothing Seat Grab
- ↓ + ○—Indian Air Seat Grab
- ← + O--Can-Can
- → + O—One Hander One Footer X-Up
- ↑ + Rocket One Footer Candy Bar

Special Tricks

- ↑ ↓ + O—Backflip Tabletop
- ↓ ↓ + ○—Superman Back Peg Bar Spin
 - ↑ ↑ + O—No-Footed Candy Bar One Hander
 - ↓ → + ○—Half Barspin Tailwhip



dennis mccov

Specific Tricks

- ↑ + □—No Handed One Footer
- → + ○—One Hander One Footer
- → + —One Hander
- ← + O—One Handed Can-Can
- ↑ + O-Rocket One Footer Candy Bar
- ¥ + △—Double Foot, lant

Special Tricks

- ↑ ↓ + O—Backflip One Footer
- ↓ ↓ + ○—Superman Tailwhip
- ← → + □--Decade Air
- ↓ → + ○—Double Tailwhip



simon tabron **Specific Tricks**

→ + □—One Hander

- → + ○—One Hander One Footer
- ↓ + ○—Indian Air Superman
- ← + O—One Handed Can-Can
- Special Tricks

↑ ↓ + O—Backflip One Footer

¥ + △—Double Footplant

- ↑ ↑ + O—Superman Seat Grab
- ↓ ↓ + ○—Double Seat Grab Superman
- → + □—One Handed Swing Leg
- ← → + □-No Footed Candy Bar One Hander



tony hawk

To unlock Tony Hawk as a playable character, play through Career Mode as Mat Hoffman, When you finish the game and collect all thirty covers, Tony will then be added to your roster.

Specific Tricks

- A + Devouple Seat Grap
- ↑ + O—Rocket No Hander

Special Tricks

- ↓ ↑ + ○—Front Body Flip
- ↓ ↓ + ○—Superman Tailwhip
- ← → + O—Decade Air ← → + □—Body Varial



the courses

There are a total of ten courses in all: six regular street courses, two competition courses and two extra hidden courses. A certain number of magazine covers or medals are required to unlock each course, so if you find yourself stuck and are unable to progress to the next level, try going back to some of the courses you have completed already and collecting more magazine covers.

hoffman bike factory

Course Objectives:

- High Score: 15,000
- 5mash the Lights (5)
- Get T-R-I-C-K





Secret Cover

The Secret Cover is on top of a large pipe that runs lengthwise through the building. To reach it, you must first gain access to the outside area. Look for the large switch that borders the bowl and bump into it; this will open up the garage door that leads outside. Once outside, jump over the dirt hills (perform several tricks to boost your speed) and

aim for the large glass window just above and to the left of the parage door. Jump up onto the ledge, then jump again and grind the pipe that leads to the Secret Cover.

Pro Score: 30,000

construction yard

Course Objectives:

- High 5core: 25,000
- Topple Toilets (5)
 Get T-R-I-C-K







Secret Cover
 From the starting



Pro Score: 50,000

london underground

Course Objectives:

- High Score: 35,000
- Hit Vending Machines (5)
- Collect T-R-I-C-K







• Secret Cover

The Secret Cover sits on top of a pipe that is attached to the ceiling in the room just past the second escalator. To reach it, jump off the small ramp just past the railing where the letter "I" was and grind the pipe that's attached to the ceiling. When you reach the end of the pipe, bunnyhop onto a small plateau, then jump off the ramp at the end of the plateau to reach the pipe and Secret

Pro 5core: 60,000

blustorch competition



The first Comp is basically an outdoor obstacle course, with mini

ramps, rails and props placed along the way. It's a good idea to get acquainted with this course first in Free Ride mode, as this will let you explore and find the gaps and best props to perform tricks on. Use all of your trick skills that you have utilized thus far to achieve the high and pro scores for each level and go to work. If you really want to get some good within hit as many gaps around the track as you can and try to land all of your tricks. Remember, variety counts and you have three chances to make two good runs. If the judges score you well enough, you will be awarded a medal.

new york city park

- High Score: 45,000
- Hit Shwarma Stands (S)



Get T-R-I-C-K To get the "C" near the fountain area, grind on the tree branch leading from the playground area.



 Secret Cover If you look just to the left of the starting point, you'll see a small mound of dirt sitting in front of a tree. Simply launch off the dirt pile and aim toward the lower tree branch to snag the prize.



Pro Score: 70.000

treatment plant

- High 5core: 55,000
- Hit Waste Barrels (5)
- Get T-R-I-C-K





Pro Score: 80,000

Secret Cover

The Secret Cover sits near the far edge of the empty pools near a rail high above the ground. In order for you to pick it up, you must make it to the far building and ride the rail off the edge that leads to the cover. Follow the same path you took to reach the letter "C" and you will make it without any

la habra, california

Course Objectives:

- High Score: 65,000
- Hit Satellite Dishes (S)
- Get T-R-I-C-K



 Secret Cover Located near satellite dish #2, the Secret Cover sits on top of the chimney near the central house. Take the blue ramp up to the rooftop, then bunnyhop off of the rooftop and grind the chimney to pick up the Cover.



of b competition



It's almost a necessity to practice this level several times in Free Ride mode to learn the placement of obstacles and set up trick routines. This competition is set up the same way as the last one: You get

three chances to bring home a medal and the best two scores count. The easiest way to win gold is simply to do two or three big tricks (20,000-30,000 points each) and just end the competition. The computer riders are tough, but they aren't as good as you. If you are having trouble scoring some points, try to stay around the props near the beginning of the course; you can manual into grinds and tricks here easily. Land all of your tricks and the gold will be yours.

Pro Score: 100,000

Select Course

Secret Level 2: THPS1 Warehouse Perform a 200,000+ point trick (no breaks) to unlock the Warehouse level from Tony Hawk's Pro Skater.

There are two secret levels in Mat Hoffman's Pro BMX that following: are only accessible through practice and patience.

Select Course

Secret Level 1: **THPS1** Burnside Earn thirty covers for each character and both gold medals to unlock the Burnside level from Tony Hawk's Pro Skater.

To unlock each rider's bikes you will need to do the

Bike #2—Earn five covers
Bike #3—Earn 16 covers and one medal Bike #4-Earn 30 covers and two gold medals (this gives your rider full stats)

The "Bails" video clip can only be accessed after you beat the game with Tony Hawk in Career Mode.





ISICGENERATOR

If you're one of the lucky folks who have experienced the creative joy that is MTV Music Generator for the PlayStation, then you probably already laid down your hard-earned bucks for MTV Music Generator 2 for your new PlayStation 2. The song and video building concepts pretty much remain the same in the PS2 edition, but there are a few new features that will enhance your creativity.

We can't guarantee you a Grammy, but we can show you a few useful features and tips that will make your songwriting craft easier. The video portion of MTV Music Generator 2 is really more of a novelty when compared to the excellent music utilities for songwriting, so we'll leave the camerawork to you. Let's spin some beats! by Anatole Brown

LAIL SUNCHRATANC TARS

Of course, you're free to create any kind of cacophony you want, but much of MTV Music Generator 2 is more suited to the nightclub vernacular, i.e. Trance, Drum & Bass, House, Techno, etc. With that certain style in mind, here are some things that can help the Mozart in you:

• Blocks of Sound—Think of MTV Music Generator 2 as a virtual Lego set; everything is built by "blocks of sound." Each "song" is made up of several blocks of "riffs," just as each riff is created by several blocks of "samples". MTV Music Generator 2 is designed to encourage users to stack these blocks together, so don't be intimidated if it seems too easy.



· Creating Patterns—Since each song is made up of these blocks, your song should start looking like a distinct, almost symmetrical pattern. Popular music relies heavily on repetition, so the patterns should start repeating as you scroll

down. Expect to do a lot of copying and pasting.

· Build-up and Breakdown Most nightclub-style music constantly builds up into a frenzy and then breaks down for a breather. For example, start off a song with a simple bass and drum beat. As the song continues, keep adding

more riffs over the established basic beat to build up the sound in increments. Finally, at the height of the build-up, start removing entire sections of riffs to "break it down". Experiment by adding and removing different riffs to the song.



• Try Different Things-It may sound obvious, but inspiration comes from the weirdest places. For example, you may like to start creating your songs with a drum beat. but sometimes a simple kevboard riff or an odd-sounding

sample can also trigger the creative juices. The default Song BPM (beats per minute) setting is 130 bpm, but try different speeds. One riff can sound completely different at a slower setting than when its played fast. You can even go into the Options menu and change the time signature if you really want to let loose.



 Save Several Versions— Make it a point to save different versions of a song. You'll be amazed at how a song may sound a certain way when you first create it, and then sound completely different the next day. It's impor-

tant to step back from your creation for pure observation, Who knows? The crappy version may even start sounding like a #1 single to you a week later. Also, don't be afraid to leave an unfinished composition to work on a new one; one can inspire the other.

vaing, cutting & vasting

As you get more familiar with MTV Music Generator 2, you will soon realize that the copying, cutting and pasting functions are your greatest creative ally. There are two instances when these functions are extremely helpful: when putting together a song and when creating or editing a riff.

Song-Instead of choosing and placing every riff to duplicate a pattern, simply select huge blocks of an existing pattern to copy and paste. Use the **SELECT** button to bring up the green selecting tool and highlight the section you want to copy. Press the O button to bring up the submenu and select "Copy Selection". You can now drag around a silhouette of the pattern to determine where it can be placed. Press X to place the pattern in the desired area.



Riff—Before you edit an existing riff, it's a good idea to clone it first so you can still retain the original riff if you screw up. Select the riff, press the O button to bring up the sub-menu and choose "Clone Riff". Now you can start tweaking. If you go into the Riff Editor you will see the samples that make up the riff. More often than not, you will want to use the existing samples and their settings even when you are changing the riff. Simply highlight the sample you want to use, press the O button and select "Use This Note's Settings." Now you can place the sample anywhere to create your own riff while using the same sounds that the original riff utilized. Remember to rename your new riff so you can easily identify it. For example, if you edited "hihat 1," it's probably a good idea to call your new riff "hihat1B."



Although MTV Music Generator 2 doesn't have as many memory issues as MTV Music Generator for the regular PlayStation, you may still run out of memory while creating

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100	

Although MTV Music Genera tor 2 doesn't have as many memory issues as MTV Music Generator for the regular PlayStation, you may still run out of memory while creating a song. A window will let you know that you are out of memory if you attempt to select a new riff and there's no more room. Go into the Options menu and you can see how much memory is left by looking at the value shown in "Sample Memory Free," The length of a song is not really what affects the amount of memory that's available. In fact, you can use all 999 measures at the default 130 bpm and still create a 31-minute song. What affects the memory is the number and size of samples that you use in a

song. One way to alleviate the lack of memory is to get rid of the riffs in the Song Palette that you are not using. An easy way to do this is to put the cursor on the Song Palette icon (the one with the musical note), press the O button and select Optimize Song. This will clear your song of any unused riffs that are taking up valuable memory. Likewise, you can also go into the Riff Editor screen of a riff, go to the Sample Library icon and optimize the samples. If you still have memory problems, the last resort is to go into each sample and reduce the sampling rate. The default sample rate for each sample is at 22kHz. Reducing a sample to 11kHz will certainly make it sound a little more muddled, but it's better than eliminating the sound altogether from your song.

SAMTUANG



As much as I love this fantastic title for the PS2, one of the biggest draw-backs that I find in MTV Music Generator 2 is that you cannot directly sample off a CD like you could in the first MTV Music Generator 2 is done by feeding sounds into the USB port of the PS2. Codemasters sells a special USB digital audio converter through the company's website. It comes with a mic so you can record your own



voice. A small pin jack will also allow you to input sounds from any other audio device like a CD player, cassette player or even your Game Boy. There are actually several USB digital audio converters made by different companies that will still

work with the PS2, so check your local computer store. They are usually used for digital phone software used by receptionists. You can also use any kind of PC mic that usually comes with your computer.

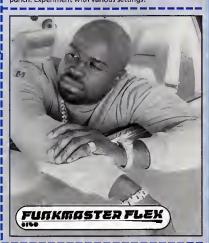
The most confusing thing about sampling in MTV Music Generator 2 is the volume level. You actually have to crank up the volume to get a good level reading when you sample. It may sound like the speakers are cracking or the sound is breaking up, but as long as the levels are within the range of the wave chart, you should be fine. After recording a sample, use the cropping tool to eliminate any unwanted sections. It's also a good idea to use the Normalize function to level off your sample. You can use the Filter functions to eliminate certain unwanted frequencies like white noise. The most important thing to remember when

THE RICHT MIX



any studio engineer will tell you that the hardest thing to do in recorded music is to get the perfect mix for your song. Volume control is a major part of mixing. Some riffs may be way too overpowering and muffle the other tones in your song. It's important that you adjust the volume level of each riff. Sometimes a riff may still sound too soft even after jacking it up to 100. If

that's the case, you may want to double-up on that particular riff so it gets twice the volume. Another mixing technique is panning, or the placement of a particular instrument in a specific spot on the left and right stereo spectrum. You can adjust the placement of a particular instrument in the "Note Pan Envelope" screen in the Riff Editor. Sometimes by placing a particular sound apart from the rest by panning to the extreme left or right it allows you to isolate the sound and make it really stand out. Finally, choosing the right effect for the entire song can really make your masterpiece shine. For example, if you wrote a particularly ambient-sounding piece, you may want to increase the reverb in the Song effects panel. If your song is a stabbing, aggressive number, you may want to soften the reverb so your song has more punch. Experiment with various settings!



you're done sampling is that the sample's normal playback rate is assigned to the middle C key, or C6. This means that you must enter the Time Stretch option if the sample that you recorded is at a different speed or pitch from the song you are using it for. It's not an easy thing to do, since it's impossible to listen to your song while editing a sample. For this reason, speech sampling is probably more suited for MTV Music Generator 2 than actual note sampling.

So there you have it! We can delve even further into this fascinating music utility, but we trust that you can come up with some killer tunes. MTV Music Generator 2 is just a tool; the real magic comes from you!

TIPS & TRICKS

July 2001

fter Castlevania's transition to the N64 game console a couple years ago, it seemed like the series was finished with the classic 2-D style for good. Now thanks to the Game Boy Advance, fans can enjoy a totally new Castlevania game in its proper, original format. Castlevania: Circle of the Moon (COTM) is one of Konami's

astevanta (ircle of the Aloon)

first Game Boy Advance titles. In these pages you'll find all of the deepest and darkest secrets of Drac's crazy castle. Let's begin!

A FEW POINTS OF ADVICE

YOUR STATS



The four major stats that determine your player's strength are STR, DEF, INT and LCK. STR is directly cor-

lelated with how much damage you inflict on monsters. This is true whether you attack them directly of indirectly, by way of magic, Similarly, DEF is inversely correlated with the amount of damage you sustain from monster attacks. The greater your INT, the faster your MP regenerates. Remember, INT has nothing whatsoever to do with the strength or effectiveness of your magic attacks. Finally, LCK is directly correlated with your chances of a monster leaving behind an item or card when killed. If your LCK is high, monsters will drop items more of the.

CEUD SWEADONIC



As is traditional with the series, the standard array of subweapons is available for your use. Generally, each one has

a specialized purpose that works extremely well in certain types of situations but fares quite poorly in all others. However, the best all-around sub-weapon is the crudifu. It's the most powerful and it has the potential to hit your enemy up to five consecutive times if your timing is right. The crudifu is essential for boss battles or any other tough enemies.

BOSSES

Unlike practically all other Castlevania games, your health won't be refilled after a boss battle. You're left alone to return to a save point with your remaining health! The entrance to any boss room is marked in the game by a special door outlined in blue. Once you go in, you can't get back out unless you're victorious!

TEM CATALOG



There are lots of items in Castlevania: COTM. Many of them are quite rare, however, and you'll only get to see most of these in the latter portions of the game. Some items are only dropped by killing specific monsters, and even then such a monster might only drop the item you're looking for one out of 50 times. If you like collecting items, you've got to be patient. In all of the item tables that follow, the "Rarity" column is a rating from 1 to 10 that roughly corresponds to the number of different

monsters that may drop the item. The lower the number, the rarer the item is. For each one, I've also listed an example of a monster who may drop it.

RECOVERY ITEMS

All of these items are consumed after each use. Save them for boss battles!

	Name	Function	Rarity	Drapped by
2	Potion	Recover 20 HP	10	Skeleton Bomber
	Meat	Recover 50 HP	6	Fox Hunter
	Spicy Meat	Recover 100 HP	9	Imp
*	Potion Hi	Recover 250 HP	,	Legion
	Potion Ex	Recover all HP	1	Airaune
	Antidote	Cures Poison status	6	Poison Worm
₫	Cure Curse	Cures Curse status	2	Marionette
3	Mind Fix	Recover 30% MP	9	Brain Float
Ż	Mind Hi	Recover 50% MP	8	Specter
	Mind Ex	Recover all MP	2	Fishhead
H	Heart	Recover 10 Hearts	8	Bone Head
ž	Heart Hi	Recover 25 Hearts	6	Bone Tower
Ť	Heart Ex	Recover 50 Hearts	6	King Moth
-52	Heart Mega	Recover 100 Hearts	3	Dryad

PMODE

ou wear these on your body. Their primary function is defense. Don't confuse these with similarly named monsters!

Name	STR	DEF	INT	LCK	Dverali	Rarity	Dropped by
Leather Armor	-	+30	-	_	+30	7	Skeleton
Bronze Armor	-	+50	-		+50	7	5keleton Soldier
Gold Armor	-	+80	-	-	+80	7	Thunder Armor
Chain Mail	_	+100	-		+100	4	Lizard Man
Steel Armor	-	+120	_	-	+120	4	Thunder Armor
Steel Armor Platinum Armor	-	+150	-		+150	7	Holy Armor
Diamond Armor	-	+210	_	-	+210	1	Ice Demon
Mirror Armor	_	+300		-	+300	1	Devil
Needle Armor	+10	+400	_	_	+390	1	Nightmare
Dark Armor	-10	+550	-10	-10	+520	1	Lilim
Shining Armor	+10	+500	+10	+10	+530	1	

ROBE

You wear these on your body too. They boost your INT a great deal, but usually they're not as effective for defense as Armors.

	Name	STR	DEF	INT	LCK	Overall	Rarity	Dropped by
A	Cotton Robe	-	+25	+100	_	+125	3	Skeleton Spear
No.	Silk Robe	-	+40	+140	-	+180	7	Fox Archer
-	Rainbow Robe	-	+140	+250	+15	+405	3	Poison Armor
N.	Magic Robe	-	+200	+300	-	+500	7	Witch
S	Sage Robe	-	+250	+500	-	+750	1	Lilith

SHIRIS

This is the third item category that can be worn on your body. Shirts increase your attack power, but their defensive properties are quite poor.

ı	Name	STR	DEF	INT	LCK	Overall	Rarity	Dropped by
1	Cotton Clothes	_	+20	-	-	+20	7	Mummy
	Prison Garb	+5	+20	_	_	+25	5	Gargoyle
*	Stylish Suit	+10	+40		-	+50	3	Heat 5hade
2	Night Suit	+20	+60	+10	-	+90	3	Hyena
San San	Ninja Garb	+30	+80	_	-	+110	2	Were-Jaguar
(line)	Soldier Fatigues	+50	+120	-	+10	+180	7	Franken

Name	STR	DEF	INT	LCK	Overall	Rarity	Dropped by
Double Grips (both arms)	+75	+75	+75	+75	+300	1	Dark Armor
Star Bracelet (right arm) Star Bracelet (left arm)	+25	- +25	+25 —	- +25	+50	2	Harpy
Strength Ring	+50	-10	-10	_	+30	2	Were-Bear
Hard Ring	-10	+50	-	-10	+30	3	Medusa Head
Intelligence Ring	-10	_	+50	-10	+30	2	Evil Hand
Luck Ring	-	-10	-10	+50	+30	1	Zombie Thief
Cursed Ring	+30	+30	-	-100	-40	3	Poltergeist
Strength Armband	+100	-25	-25	-25	+25	1	Demon Lord
Defense Armband	-25	+100	-25	-25	+25	1	Were-Horse
Sage Armband	-25	-25	+100	-25	+25	1	Wind Demon
Gambler Armband	-25	-25	-25	+100	+25	1	Mimic Candle
Wrist Band	+5	_	_	_	+5	8	Spirit
Gauntlet	+15	_	_		+15	4	Hopper
Arm Guard	-	+10	_	_	+10	3	Bloody Sword
Magic Gauntlet	-		+10	- "	+10	5	Poison Worm
Miracle Armband	-	_	_	+10	+10	2	Skeleton Boom
Toy Ring	_	_	_	_	0	2	Evil Pillar
Bear Ring	-100	-100	-100	-100	-400	1	Skeleton Med

MAGIC

DUAL SET-UP SYSTEM (DSS)

Castlevania: COTM Introduces a new magic system called the Dual Set-up System, or DSS. There are 20 different cards in two categories that may be dropped by various monsters in the game. The first category is "Action" and the second is "At-Tibute." Action cards are named after

with a type of function. Attribute cards are named after a random assortment of mythical creatures. Each of those is associated with a specific elemental property. Each particular magic is created from a combination of one Action card and one Attribute card. This gives you a maximum of 100 different magic effects at

Roman gods. Each one is associated

your disposal!

CARD CATALOG

Black Dog

Action Card Function Mercury Whip Attack tat Modification Jupiter Defensive/Indirect Attack Wars Weapon Attack Diana Projectile Whip Attack Special Projectile Attack Neptune Elemental Healing/Invincibility Saturn Summon Familiar Uranus **Summon Mythical Creature** Pluto Effects

Attribute Card Function
Salamander Fire
Serpent Water/Ice
Mandragora Plant
Golem Earth
Cockatrice Stone
Griffon Wind
Thunder Bird Ughtning/Thunder
Holy/Light

Dropped by...
Bone Head
Slime
Heat Shade
8loody Sword
Man Eater
Arch Demon
Ice Armor
Fallen Angel
Scary Candle
Trick Candle

Dropped by...
Skeleton Bomber, Imp
Earth Demon, Holy Armor,
Axe Armor, Lizard Man
Electric Skeleton, Minotaur
Stone Armor, Death Mantis
Thunder Demon, Succubus
Skeleton Athlete, Siren
Were-Panther, Dullahan
White Armor
Devil Armor

Action Card	+ Attribute Card	MP Consumed	Effects
	Salamander	6/attack	STR +S%. Fire Whip. Slightly longer range than normal.
	Serpent	2/attack	STR -30%. Ice Whip. Shorter range, but fast repeat rate. Freezes enemies.
	Mandragora	6/attack	STR +10%. Rose Whip. Slightly wider range.
	Golem Cockatrice	8/attack 6/attack	Long Whip, Slow repeat rate. STR +10%. Stone Whip. Turns enemies to stone.
	Manticore	6/attack	STR -11%. Attacks diagonally only, but emits continuously damaging mist.
	Griffon	10/attack	STR -13%. Wind Whip. Shorter range, but hits multiple times per attack.
Ξ	Thunder Bird	10/attack	Electric Whip. Slightly longer range. Can be held out for continuous but progressively weaker hits.
	Unicorn	20/attack	STR +22%. Heals 1% of max. HP per attack.
	Black Dog	40/attack	STR +41%. Very slow repeat rate. Damages enemy continuously afterward.
	Salamander	4/time	Damage inflicted on monsters increases by 25%.
	Serpent	4/time	DEF +25%.
	Wandragora	4/time	LCK +25%.
	Golem	16/time	DEF increases based on how much of the map you've uncovered.
	Cockatrice	2/time	Gain 1 Exp. for every 1/3 of a screen walked. Ineffective while running.
77	Manticore	2/time	Doubles the number of hearts obtained from candles, torches etc. No effect on the use of other heart items.
	Griffon Thunder Bird	4/time 16/time	STR increases based on how much of the map you've uncovered.
	Unicorn	8/time	DEF +200%. Damage inflicted on monsters de creases by 50%.
	Black Dog	8/time	DEF -S0%. Damage inflicted on monsters increases by 200%.
	Salamander	4/time	Two powerful fire balls slowly rotate around your body.
	Serpent	4/time 16/time	Four weak ice balls quickly rotate around your body.
	Mandragora Golem	4/time	When you stand still, heals 1% of max. HP per second. After sustaining damage, makes you invincible for four times longer than normal.
	Cockatrice	8/time	Prevents you from turning to stone, but your movement is severely restricted.
	Wanticore	4/time	Continuously emits damaging mist from all sides of your body.
	Griffon	4/time	Allows you to damage monsters by running into them.
	Thunder Bird	4/time	All damage you sustain is reduced by 50%.
i—ji	Unicorn	8/time	A sphere surrounds you, damaging all monsters that touch it.
	Black Dog	8/time	A black hole surrounds you, damaging all monsters that touch it. Also poisons you for the duration of the effect
	Salamander	8/attack	STR +10%. Fire Sword. Slightly shorter but wider range.
	Serpent	4/attack	STR -30%. Ice Sword. Very short and wide range. Fast repeat rate. Freezes enemies.
	Mandragora	10/attack	STR +12%. Rose Sword. Very wide range.
اک	Golem	4/attack	Big Hammer. Damages all enemies on the ground. Very slow.
i i	Cockatrice Manticore	12/attack 8/attack	STR +22%. Tonfas. STR -10%. Claws. May hit an enemy more than once.
	Griffon	16/attack	STR +41%. Variable range/strength attack, Hold down button to charge.
~ i	Thunder Bird	16/attack	Punch. Very short range. Attack four times rapidly for maximum effect.
	Unicorn	32/attack	STR +73%. Holy Sword. Huge range and fast repeat rate.
	Black Dog	32/attack	STR +200%. Pistol. Insanely slow repeat rate.
	Salamander	32/attack	Slow fire projectile. Long but narrow range.
	Serpent	64/attack	Rapid triple ice projectiles. Short but wide range.
4!	Mandragora	96/attack	Rapid triple flower projectiles. Long and wide range.
	Golem	16/attack	Rapid earth napalm-type projectile. Doesn't work in mid-air.
	Cockatrice	16/attack	Fast triple stone projectiles. Random trajectory.
1	Manticore	16/attack	Poison bubble. Hits enemies multiple times.
	Griffon Thunder Bird	128/attack 12/attack	Rapid linear arrow projectile. Cuts through everything. Electric Whip. Only works if the button is held down.
	Unicorn	48/attack	Rapid white projectile. Continuously homes in on enemy, hitting multiple times.
	Black Dog	32/attack	Eight black rojectiles radiate from your bod. Short range.
	Salamander	20/use	Fire bomb. Medium trajectory.
	Serpent	20/use	Ice bomb. High and short trajectory. Splits into eight fragments upon contact.
	Mandragora Golem	40/use 30/use	Rose bomb. Low and long trajectory. Leaves a trail. Five huge spears attack from the ground.
	Cockatrice	60/use	Three huge rocks fall from the sky.
	Manticore	10/use	Poison cloud. Medium trajectory. Explodes automatically in mid-air.
	Griffon	60/use	Tornado. Appears in front of you and rapidly shoots out long range projectiles from both sides.
	Thunder Bird	80/use	Big electric ball. High and long trajectory. Fast, but slows down with enemy contact.
Y	Unicorn Black Dog	80/use 120/use	Seven spears fall from the sky in a diagonal orientation. Huge black hole, Homes in on enemies.
	DIGER DOD	120/MJC	riage state from the front the first
LT.J.L	Salamander	3/time	Recover HP instead of sustaining damage from fire-elemental monsters.
	Serpent	3/time	Recover HP instead of sustaining damage from ice-elemental monsters.
	Mandragora	3/time	Recover HP instead of sustaining damage from plant-elemental monster
	Golem	3/time	Recover HP instead of sustaining damage from earth-elemental monsters.
	Cockatrice Manticore	3/time	Recover HP instead of sustaining damage from stone-elemental monsters. Recover HP instead of sustaining damage from poison-elemental monsters.
2	Griffon	3/time	Recover HP instead of sustaining damage from wind-elemental monsters.
EPTUNE	Thunder Bird	3/time	Recover HP instead of sustaining damage from thunder-elemental monsters.
	Unicorn	3/time	Recover HP instead of sustaining damage from holy-elemental monsters.
	Black D	3/time	Recover HP instead of sustaining damage from evil-elemental monsters.



Action Car

Attribute Card	MP Consumed	Effects
Salamander	4/shot	Summons the bat familiar.
Serpent	4/attack	Summons the ghost familiar.
Mandragora	4/shot	Summons the owl familiar.
Golem	4/attack	Summons the hawk familiar.
Cockatrice	6/shot	Summons the medusa head familiar.
Manticore	8/attack	Summons the gust familiar.
Griffon	B/shot	Summons the wind fairy familiar.
Thunder Bird	16/attack	Summons the crow familiar.
Unicorn	32/shot	Summons the little angel familiar.
Black Dog	4/shot	Summons the little devil familiar.
Salamander	160/use	Summons Salamander, Damages all enemies.
Serpent	120/use	Summons Serpent. Damages all enemies.
Mandragora	100/use	Summons Mandragora. Damages all enemies.
Golem	100/use	Summons Golem. Damages all enemies
Cockatrice	200/use	Summons Cockatrice. Damages all enemies.
Manticore	B0/use	Summons Manticore. Damages all enemies.
Griffon	100/use	Summons Griffon. Damages all enemies.
Thunder Bird	200/use	Summons Thunder Bird. Damages all enemies.
Unicorn	100/use	Summons Unicorn. Recovers about 16% of your HP.
Black Dog	100/use	Summons Black Dog. Recovers a little of your HP and damages all enemies.
Salamander	4/time	Super attack based on your sub-weapon. Press ↓ > ↑↑ + attack to use
Serpent	4/time	Throw two sub-weapons at once.
Mandragora	4/time	Exp. points gained increases by 20%.
Golem	B/time	A doppelganger appears and mimics your actions.
Cockatrice	6/time	DEF increases based on your play time.
Manticore	S/use	Sub-weapons consume MP instead of hearts.
Griffon	4/time	Increases your movement speed.
Thunder Bird	4/time	STR increases based on your play time.

Makes you invincible. However, you cannot pick up items or attack enemies.

Turns you into a Skeleton. If Bear Ring is equipp

ONITED CATALOG

Unicorn

Black Dog

Here's an alphabetical list of every monster you'll encounter in the game. Bosses are listed separately in the Castle Guide section. Here are a few points to remember:

20/time

S/time

As you defeat each boss, new monsters may appear in previously-explored areas. Some monsters won't
appear in the castle at all until you've progressed past a certain point.

Regardless of your level, killing each monster will earn you a fixed number of experience points (Exp.)
 Both items that a monster may drop are listed here as well. However, if a monster is about to drop a card you already have, it will drop a big heart instead.

Monster Name	Ехр.	Castle Area (if unique)	Item 1 Dropped	Item 2 Dropped	Card Dropped (if any)
Abiondarg	BB	Underground Waterway	Potion	Spicy Meat	
Alraune	2,500	Observation Tower	Magic Robe	Potion Ex	
Arachne	1,300	Catacomb	Heart Hi	Heart Mega	
Arch Demon	1,000	1 -	Cursed Ring		Apollo
Axe Armor	31	-	Leather Armor	-	Mandragora
Bat	4	Catacomb	Heart	Wrist Band	
Beast Demon	260	_	Arm Guard	Cursed Ring	
Brain Float	10	4	Mind Fix	Leather Armor	
Bloody Sword	200	Chapel Tower	Arm Guard		Mars
Bone Head	7	16-	Heart	-	Mercury
Bone Tower	160	- 1 - 1 - 1 - 1 - 1 - 1 - 1 - 1 - 1 - 1	Heart	Heart Hi	
Catoblepas	1,800	Observation Tower	Heart Hi	Soldier Fatigues	1
Clinking Man	21	-	Prison Garb	Miracle Armband	
Coffin	3	Catacomb	Heart	Cotton Clothes	R 1
Dark Armor	3,300	Observation Tower	Platinum Armor	Double Grips	
Death Mantis	400	Underground Gallery	Hard Ring	(Cockatrice
Demon Lord	1,950	Observation Tower	Potion	Strength Armband	
Devil	10,000	Observation Tower	Potion Hi	Mirror Armor	
Devil Armer	14,600	Battle Arena	Potion Hi	<u></u>	Black Dog
Devil Tower	17	Audience Room	Potion	Wrist Band	
Dryad	300	Underground Storage	Heart Hi	Heart Mega	
Dullahan	2,200	Observation Tower	Platinum Armor	12 ***	Thunder Bird
Earth Armor	240	Machine Tower	Gauntlet	Gold Armor	
Earth Demon	25	Catacomb	Magic Gauntlet	" <u>-</u> "	Serpent
Ectoplasm	2	Audience Room	Mind Fix	Wrist Band	
Electric Skeleton	30	_	Leather Armor	1""	Golem
Evil Hand	63		Intelligence Ring	Prison Garb	
Evil Pillar	480	Observation Tower	Steel Armor	Toy Ring	
Fallen Angel	6,000	Chapel Tower Vicinity	Heart Ex	<u>-</u>	Saturn
Fishhead	486	Underground Waterway	Mind Ex	Chain Mail	

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MONSTER CATALOG					
Monster Name	Екр.	Castle Area (if unique)	Item 1 Dropped	Item 2 Dropped	Card Dropped (if any)
Flame Armor	280	(if unique)	Heart Ex	Bronze Armor	(ii carry)
Flame Demon	600	Eternal Corridor	Potion	Chain Mail	
Fleaman	29		Cotton Clothes	Arm Guard	
Forest Armor	1,280		Chain Mail	Rainbow Robe	
Fox Archer	53	Machine Tower	Cotton Robe	Silk Robe	
Fox Hunter	272	(-	Potion	Meat	
Franken	2,100	Eternal Corridor	Ninja Garb	Soldier Fatigues	
Frozen Shade	1,212	¥.=	Magic Gauntlet	Star 8racelet	
Gargoyle	3		Heart Hi Heart Hi	Prison Garb	
Ghoul Golem	1,400	Underground Warehouse	Steel Armor	Prison Garb Night Suit	2
Gorgon	219	Underground Warehouse	Heart	Meat	
Gremlin	2	Catacomb	Mind Fix	Wrist Band	
Grizzly	960	- Cutacomb	Spicy Meat	Strength Ring	
Harpy	271	Underground Gallery	Stylish Suit	Star Bracelet	
Heat Shade	136	_	Stylish Suit	-	Jupiter
Hippogriff	740		Meat	Heart Ex	
Holy Armor	1,700	Underground Warehouse	Platinum Armor	-	Serpent
Hopper	8	Catacomb	Cotton Clothes	Gauntlet	
Hyena	105	1	Potion	Night Suit	
Ice Armor	1,500	Underground Waterway	Steel Armor	-	Neptune
Ice Demon	4,200	Underground Waterway	Diamond Armor	Rainbow Robe	12.3
lmp	103	_	Spicy Meat	l –	Salamander
Killer Bee	88 '	1-	Antidote	Night Suit	
King Moth	150	-	Antidote	Heart Ex	
Legion	1,590	T. 7	Cure Curse	Potion Hi	
Lilim	8,000	Machine Tower	Mind Hi	Dark Armor	
Lilith Lizard Man	20,000 B00	Underground Warehouse	Mind Ex Chain Mail	Sage Robe	Manahanana
Myconid	25	Underground Gallery	Potion	Mind Hi	Mandragora
Man Eater	700	Underground Gallery	Heart	Willia Hi	Diana
Marionette	127	Chapel Tower	Cure Curse	Mind Hi	Diana
Medusa Head	2	Machine Tower	Wrist Band	Hard Ring	
Merman	10	Underground Waterway	Meat	Gauntlet	N. Comment
Mimic Candle	6,600	Audience Room	Heart	Gambler Armband	
Winotaur	2,000	Observation Tower	Spicy Meat	_	Golem
Mudman	2	Catacomb	Mind Fix	Cotton Clothes	
Mummy	3	Catacomb	Heart	Cotton Clothes	
Nightmare	2,000	Outer Wall	Mind Fix	Needle Armor	
Poison Armor	B22	V.=	Antidote	Rainbow Robe	
Poison Worm	13 or 1	Catacomb	Antidote	Magic Gauntlet	
Poltergeist	S10	Underground Warehouse	Mind Hi	Cursed Ring	13
Scary Candle	900	Iron Golem 8oss Room	Heart Ex	-	Uranus
Siren Skeleton	880 4		Mind Hi Potion	Leather Armor	Griffon
Skeleton Athlete	25	Audience Room	Cotton Clothes	Leatner Armor	Griffon
Skeleton Bomber	4	Audience Room	Potion		Salamander
Skeleton Boomerang	112		Miracle Armband	Stylish Suit	Salamanuer
Skeleton Knight	39	_	Leather Armor	8ronze Armor	
Skeleton Medalist	1,500	Abyss Stairway	Toy Ring	Bear Ring	
Skeleton Soldier	16	_	Leather Armor	Bronze Armor	
Skeleton Spear	6	(I =	Leather Armor	Cotton Robe	150
Slime	11	-	Antidote	I -	Venus
Spearfish	280	Underground Waterway	Heart	Heart Ex	
Specter	3	Underground Gallery	Mind Fix	Mind Hi	
Spirit	1	Catacomb	Mind Fix	Wrist Band	12
Stone Armor	222	-	Hard Ring	l -	Cockatrice
Succubus	710		Intelligence Ring		Manticore
Thunder Armor	800	-	Gold Armor	Steel Armor	
Thunder Demon	450	Conhamus Barra Darra	Magic Gauntlet		Manticore
Trick Candle Were-Bear	1,400	Cerberus Boss Room Chapel Tower	Heart Mega Cotton Robe	Strength Ring	Pluto
Were-Bear Were-Horse	2 27 1,970	Machine Tower Vicinity	Meat	Defense Armband	9
Were-Horse Were-Jaguar	760		Gold Armor	Ninja Garb	
Were-Jaguar Were-Panther	270	Chapel Tower	Wrist Band	Minja darb	Thunder Bird
Were-Wolf	140	Machine Tower Vicinity	Meat	Gauntlet	illuliuer biru
White Armor	7,000	Battle Arena	Potion Hi		Unicorn
Wight	4	1-2	Silk Robe	Mind Hi	COL
Will O'Wisp	9	-	Mind Fix	Wrist Band	Sulper
Wind Armor	1,800	= 3	Potion	Potion Hi	
Wind Demon	3,600	Audience Room	Mind Hi	Sage Armband	Sales Sales
Witch	600	<u></u>	Mind Fix	Magic Robe	The state of the s

Potion

Prison Garb

Cotton Clothes

Luck Ring

Zombie

Zombie Thief

2 58

Maps of each section of the castle follow. I've divided the castle into nine different areas, listed in the order you should complete them in. Most of the time you won't have a choice anyway, as a Magic Item obtained from one area is usually necessary to complete the following area. Locations of all major items are marked. Here are a few more points to remember:

· There are certain rooms that can only be traversed in one direction, no matter what item you have or how strong your character is. Such rooms will be denoted by arrows on the maps.

• Sometimes there's no visible way to enter a room that appears on the map. This means that a portion of the wall can be destroyed to

reveal a secret passageway. These weak parts of the wall are inconspicuously marked at best, and some aren't marked at all. Whenever you expect there to be a room on the other side but you don't see one, whip different parts of the adjacent wall until an opening appears. If you strike the right location, all it takes is one hit no matter how weak you are.

 Save points are colored bright red and Warp rooms are colored bright yellow. Each separate section of the castle is also colored differently. . Each time you uncover new parts of the map, the "Rate" percentage will increase. The maximum value of this number after uncovering every single room in the castle is 100%.

Area 1: Catacomb



The game begins right in front of this area. You'll notice that you won't be able to reach all of the rooms in this section. Don't worry, you'll be able to return to those rooms after completing other parts of the game first.

Boss HP ~600 SOO Exp

Watch out when Cerberus gets onto a platform. He always shoots out a white laser from his mouth when he gets up there, and you'll want to be either below or behind him when that happens. Also, if his body turns red it means he's about to dash in the direction he's facing. If you're in front of him at this point, you'll usually be safe if you crouch. After you defeat Cerberus you'll get the Gravity Stone, which will allow you to jump once in mid-air.

Area 2: Audience Room & Vicinity (Abyss Stairway ~ Triumph Hallway ~ Eternal Corridor ~ Outer Wall ~ Ceremonial Room)



This is the main area of the castle that connects all of the adjoining areas. At first, you'll only be able Aby:

umph Hallway, Outer Wall and Aud Dracula's chamber is also here (Cere but you won't be able to get to it u the Magic Item Last Key near the er

to access the as Stairway, Tri- lience Room. emonial Room), intil you obtain nd of the game.	E C AREA G	1000	-TO AREA S
mancer has two forms. A bout 250 HP worth of da e into his second form. I	mage, he'll		

Exp 2,500

HP

Necro flict al ~500 change ually summon monsters from the ground, so if you want to keep things simple, stay on the platform in the center of the room and they won't reach you. After defeating Necromancer, you'll obtain the Magic Item Tackle, which will allow you to break through the gray square blocks found throughout the castle. You can also attack enemies with it!

Area 3: Machine Tower & Vicinity



At first, you'll only be able to enter the Machine Tower from the left side. There are lots of Medusa heads flying around here that are sure to give you a headache unless you're a seasoned Castlevania adventurer. The clock sub-weapon might be useful.

Boss:	Iron Go	em
HP	~1,800	
Exp.	8,000	

Iron Golem is slow, but the gears falling from above will certainly give you enough to worry about. Keep your distance too. It's important to attack aggressively here because he'll heal himself

every so often. With the crucifix sub-weapon you'll be able to really dish out some damage. After this battle, you'll obtain the Kick Boots. With this item, you'll be able to climb up narrow vertical passageways.

Area 4: Chapel Tower & Vicinity



~1,800

16,000

HP

Exp.



The only way to reach this area the first time is through the Eternal Corridor in area 2. It's long and it's filled with tough enemies. There aren't any save points on your way, so prepare accordingly.

A good strategy here is the basic "stick and move" procedure: Stay to the far left or right of the room and dodge his projectiles as necessary. In between his attacks you'll have a brief moment to get a couple hits in and run away. After defeating Adram

elech, you'll be able to step on a switch that destroys the statues barring entrance to the Underground Gallery and Underground Waterway.





Area 5: Underground Gallery



There are lots of poisonous monsters in this area. If you have the Neptune + Manticore cards this area can be a piece of cake, but if you don't, you better hope you have a lot of Antidotes in stock. Remember that you'll recover automatically after being poisoned for a while, so sometimes it's better to just go to a nearby save point to heal yourself instead of wasting an Antidote.

* •

HP ~1,400 each Exp 15,000 each

Here you'll have two fight two big enemies at once! Contact with either head or neck will hurt you, but you can walk in front of any other part of the dragon without consequence. There isn't

really any safe place to stand until you kill one of them first. Concentrate on one before going after the other. Your reward is the Heavy Ring, which will , allow you to move those pesky brown boxes that previously blocked your way.

Area 6: Underground Warehouse



This area isn't heavily populated with monsters, but almost all of the ones you'll face here are quite powerful. Watch out for the Holy Armor!



~1.760 Exp. 60.000

Death has two forms. After his HP is reduced by half, he'll transform into his second and more powerful form. All of his attacks are dangerous, but running into his body will cause you to sustain

the most damage. You can destroy the blades that appear in mid-air, but there are so many that it's easier to just move around them. In his second form, Death moves like a turtle, so he's easy to avoid. How ever, he's so big that it's difficult to jump over him without sustaining damage. He's also difficult to attack without putting yourself in danger. As usual, the crucifix sub-weapon is essential here. After this battle you'll obtain the Cleansing Stone, which will allow you to safely traverse the water in Area 7.

Area 7: Underground Waterway



Almost all of the enemies here are of the ice/water element. If you use the Neptune + Serpent card combination, you'll be practically invincible against the Ice Armors and Frozen Shades.

Boss ~1.500 80,000 Exp.

Camilla rides on a gigantic floating skull. Her attacks mostly consist of semitransparent projectiles and lasers emitted from the skull. The major problem here is that it's difficult to see anything she throws at you. It's more important to play this battle in a properly lit environment than any other. When Camilla's

movement stops, you'll know that she's about to shoot out an attack from her front, so run away or be prepared to dodge. Also, at the rear base of the skull a lightning charge shoots downward toward the ground at regular intervals. Don't run under her unless you're confident that you can do it without getting struck by the lightning. After you beat her you'll obtain the Roc Wing, which will finally allow you to reach practically every single remaining part of the castle.



Area 8: Observation Tower



Here's the very top area of the castle. There's only one save point in this area, and it's a long way from the Boss room. The enemies here are the most powerful ones you'll encounter apart from those in the Battle Arena.

Ro HP ~2.800 Exp 120,000 Hugh's movements and actions are mostly based on your position relative to him. Don't panic; just hit him when he approaches you and jump away immediately to dodge

his sword attack. He'll randomly use some really powerful attacks every so often. If you can get up to any of the ledges near the top of the room, you can stand there safely without fear of getting hit. Of course, you won't be able to damage Hugh from way up there. After this battle, you'll get the Last Key, which opens the mysterious big door at the very beginning of the game. You can go and challenge Dracula right now. or if you're feeling tough you can try the Battle Arena...



This is the final showdown with Dracula. He'll appear in two forms. It's possible to beat the first one, then leave and save the game before returning to challenge his second form.



~3.000 HP



Dracula's first form is a cinch to beat. When you encounter his second form, the big eye protruding from his belly is the weak point, though you'll only be able to inflict damage when the eye is open. After his HP is reduced to about half, he'll change his attack pattern: He'll start charging into you and his eyeball will only appear after he charges three successive times. The only way you can really avoid his charging attack is to jump up quickly using the Roc Wing. Running or jumping like normal won't cut it.

Area 9:Battle Arena

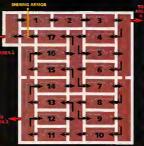


You can access this area as soon as you obtain the Roc Wing from the Underground Waterway. However, the enemies here are so tough that I recommend completing the Observation Tower or perhaps even beating the game first.

The 8attle Arena is a special section of the castle that's different from all of the other areas. It consists of a series of 17 arenas and no save points at all. Once you enter an arena you won't be

able to go back, and after you beat all the monsters in an arena you'll only be able to move forward. However, after beating arenas 3, 5, 7, 9, 11, 13 or 15, you'll have an opportunity to escape from the area entirely. Unfortunately, if you leave everything resets and you'll have to defeat all the monsters over again from the beginning

That sounds like a big enough challenge, but it gets worse: All monsters here are stronger than the ones you may have encountered in other parts of the castle, even though they might have the same names. They drop the same items, but the experience points gained for beating these tough guys is much greater. Each time you go through all 17 arenas you'll gain a total of 315,722 experience points! After completing Arena 17 you'll get the Shining Armor. It's the only way in the game to obtain this rare item. Furthermore, the Devil Armor and White Armor monsters can only be found in arenas 15 and 16 respectively. If you're around Level 70, you should be able to complete the Battle Arena. At level 80, you should be able to do it without consuming any HP recovery items.



The maximum possible level for your character is 99. The number of experience points re quired to reach that level is approximately 24,530,000. That's a lot of monsters! If you're strong enough, the table below describes those monsters in the castle that are the easiest to defeat for the amount of Exp. they give you. Some of them won't appear until later on in the game. These baddles are still really tough though, so you may have to use various magic combinations like Uranus + Thunder Bird to destroy them without taking damage. The exact locations of these monsters are also marked on the maps in the Castle Guide section.

Monster	Ехр.	Castle Area
Ice Armor	1,500	Area 7: Underground Waterway
Nightmare	2,000	Area 2: Outer Wall (later in the game)
Wind Demon	3,600	Area 2: Audience Room (later in the game)
ice Demon	4,200	Area 7: Underground Waterway
Fallen Angel	6,000	Area 4: Chapel Tower Vicinity
Lilim	8,000	Area 3: Machine Tower (later in the game)
Devil	10,000	Area 8: Observation Tower
Lilith	20,000	Area 6: Underground Warehouse (later in the game)

Monster (Quantity)	Exp. for each
Arena 1	1000
Were-Jaguar (x1)	1,200
Were-Wolf (x1)	1,100
Arena 2	2.000
Catoblepas (x2) Hippogriff (x2)	1,900
	1,900
Arena 3 Wind Demon (x2)	4,000
Witch (x3)	1,000
Arena 4	1,000
Devil Tower (x12)	600
Stone Armor (x3)	3,000
Arena 5	5,000
Electric Skeleton (x3)	700
Skeleton (x5)	500
Skeleton 8omber (x5)	550
Skeleton Spear (x4)	600
Arena 6	
8one Tower (x7)	800
Flame Demon (x2)	6,980
Arena 7	5,500
Fox Hunter (x5)	600
Arena 8	
Bloody Sword (x3)	2,000
Poison Armor (x3)	3,600
Arena 9	
Abiondarg (x24)	588
Arena 10	
Legion (x2)	2,900
Marionette (x12)	1,200
Arena 11	
Minotaur (x7)	4,100
Arena 12	
Arachne (x3)	2,400
Succubus (x3)	3,100
Arena 13	
Alraune (x2)	5,000
Demon Lord (x5)	4,200
Arena 14	
Hyena (x8)	1,000
Arena 15	
Evil Pillar (x12)	1,500
Devil Armor (x3)	14,600
Arena 16	
White Armor (x3)	7,000
Arena 17	
Devil (x1)	30,000

So you've finished the game, you've got all the items and your character is at level 99. Well, there's a lot more left for you to do:

Complete the game on this mode...

To unlock this...

Normal (a.k.a. Vampire Killer mode)

Enter FIREBALL as your name to start a new game in Magician mode

Magician mode ighter mode

Enter GRADIU5 as your name to start a new game in Fighter mode. Enter CROSSBOW as your name to start a new game in Shooter mode Enter D A G G E R as your name to start a new game in Thief mode

You will be allowed to enter those words as your name anytime you start a new game, but they won't work unless you've satisfied their corresponding prerequisites.

So what's the point of all these modes? Normally, when you start a new game, all your stats (STR, DEF, INT, LCK, HP, MP) are at 100 (with each gained level adding 10% of each stat's beginning value). The differences between the secret game modes and the normal game are as follows:

 Start with the following stats: STR 71, DEF 50, INT 400, LCK 100, HP 50, MP 400

· Start with all 20 cards already in your possession.

Shooter mode

. Start with the following stats: STR 141, DEF 200, INT 50, LCK 100,

HP 100, MP 100.

No cards appear in the game at all. Magic cannot be used.

. Start with the following stats: STR 71, DEF S0, INT 100, LCK 100, HP 50, MP 100.

• Start with 250 max. hearts. This number increases by 5 (instead of 2) with each level gained. sup-weapons implicitatige amounts of usinage.

. The dagger sub-weapon may be picked up twice in a row to give it homing properties.

. Start with the following stats: STR 71, DEF 50, INT 100, LCK 1600, HP 50, MP 50



Advance strategy

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he first round of Pokémon Stadium 2 was a vicious gauntlet bursting with academics, trainers, leaders, elites and rivals. Those of you who endured the trials with patience and moxie are the only ones left who have the fortitude to survive an amped-up second dosage of pain...er, I mean fun. When you're ready, take a deep breath, gird your loins (or whatever it is you gird when you're about to give someone a good whomping) and dive back through Slowking's belly into Round 2.

o pokémon type chart

DEFENDING POKEMON

		Normal	Fire	Water	Hestric	Grass	<u>25</u>	Fighting	Polson	Ground	Flying	Psychic	Brid	Rock	Ghost	Gragon	Bark	Steel
POKÉMON	Normal													1/2	ø			1/2
	Fire		1/2	1/2		x2	x2						x2	1/2		1/2		x2
	Water	Т	x2	1/2		1/2				x2				x2		1/2		
š	Electric			x2	1/2	1/2				ø	x2					1/2		
	Grass		1/2	x2		1/2		Г	1/2	x2	1/2		1/2	x2		1/2		1/2
ATTACKING	Ice		1/2	1/2		x2	1/2			x2	x2					x2		1/2
Ę	Fighting	x2					x2		1/2		1/2	1/2	1/2	x2	ø		x2	x2
Ū	Poison					x2		П	1/2	1/2				1/2	1/2			ø
Ě	Ground		x2	Г	x2	1/2			x2		ø		1/2	x2				x2
A	Flying				1/2	x2		х2					x2	1/2				1/2
	Psychic							x2	х2	,		1/2					ø	1/2
	Bug		1/2			x2		1/2			1/2	x2			1/2		x2	1/2
	Rock		x2				x2	1/2		1/2	x2		x2					1/2
	Ghost	ø										x2			x2		1/2	1/2
	Dragon															x2		1/2
	Dark							1/2				x2			x2		1/2	1/2

Chart Legend

1/2 Not very effective x2 Super-effective

Ø No effect

When choosing Pokemon for your team, balance is vital. Check the chart below to weigh

the advantages and disadvantages of each Pokemon type.

Other Factors

1. Attacks: If a Pokemon uses an attack that matches its type, the attack is 1.5 times stronger.

 Critical Hits: If your Pokemon is lucky enough to land a critical hit, its attack will deliver double damage. You can increase the chance for a critical hit by making your Pokemon hold a Scope Lens,

or by using moves that have a naturally high critical hit ratio.

3. Weak Spots: This is the cheapest hit of the game, since it is completely random and also causes double damage. If your Pokémon delivers a

critical hit to its opponent's weak spot, it will cause four times the normal amount of damage.

gym leader castle: round 2

Scaling to the pinnacle of the Gym Leader Castle in Round 2 proves a long and arduous task that is replete with pitfalls, especially if you must rely on rental Pokémon to make it to the top. The area is split between the Johto and Kanto regions, with Kanto accessible after you defeat the Elite Four and Champion. Although the Gyms still tend to rely heavily

on one type of Pokémon (except in the case
of Viridian Gym), the Trainers and Leaders in
Round 2 have a tougher set of Pokémon and
will use new strategles against you. At, least you can choose
a new set of six Pokémon for each Gym you encounter...and
knowing their type specialties gives you a huge advantage.

Johto Gym Leader Castle—R-2

Violet Gym

Gym Speciaity: Flying Pokemon

Tips: Matt uses Mirror Move often, so be careful if you're leading off with Aerodactyl's Ancientpower. It can no longer knock out the opponent's Pokémon with one hit and Is super-effective against Aerodactyl if it is sent back. Falkner tends to use Mud-Slap to reduce accuracy. Use a combination of Rain Dance and Thunder to jet a sure hit.

1. Bird Keeper Matt:
Pidgeotto, Togetic, Fearow,
Farfetch'd, Noctowi, Murkrow
2. Gym Leader Fafkner:
Pidgeot, Dodrio, Gigar,
Charizard, Skarmory, Zapdos



Azalea Gym

Gym Specialty: Bug Pokémon

Tips: Stick to powerful Flying-type attacks like Drill Peck and Fire-type attacks like Fire Blast.

1. Bug Catcher Chaz:

Beedrill, Sunflora, Butterfree, Sandshrew, Yanma, Dunsparce 2. Twins Min & Lyn: Ledian, Eevee, Ponyta, Pineco, Snubble, Nidorina

3. Gym Leader Bugsy: Scyther, Heracross, Pinsir, Quagsire, Sudowoodo, Raticate



Goldenrod Gym

Gym Specialty: Normal Pokémon

Tips: All of Rita's Pokémon have the Attract attack. Use Pokémon that have no genders (like Magneton), or switch to a Pokémon of the same gender as the opponent if the one you're using becomes infatuated. A good Fighting Pokémon like Hitmonlee is invaluable in this Gym.

1. Lass Lois: Furret, Corsola,

Jumpluff, Porygon, Dugtrio, Aipom

2. Beauty Rita: Pikachu, Togetic, Clefable, Wigglytuff, Azumarill, Delibird Gym Leader Whitney: Miltank, Golduck, Persian,



Donphan, Mr. Mime, Tauros Cianwood Gym

Gym Specialty: Fighting Pokémon

Tips: If you have Brightpowder, give it to one of your Pokémon to hold. Nick uses one-hit K.O. attacks like Fissure, Horn Drill and Guillotine, which have a 30% chance of connecting. Reduce his accuracy as much as you dare, and use a Psychic Pokémon like Kadabra to combat the Fighting types.

1. Blackbelt Nick:

Machoke, Graveler, Kingler, Arbok, Dragonair, Pinsir 2. Gym Leader Chuck: Poliwrath, Sandslash, Ursaring, Ampharos, Hitmonchan, Hypno



Team Rocket

Gym Specialty: Poison and Dark-type attacks

Tips: The first grunt usually recalls the first Pokémon he sends out, so use the lag time to increase your Pokémon's defense. Use a strong Pokémon like Shuckle to take the hits when the grunt forces his Pokémon to self-destruct. Also, give the strongest member of your team a Bitter Berry to hold, since the last Rocket will hit you with Swagger.

1. Rocket Grunt: Weezing, Electrode, Cloyster,

Sudowoodo, Forrestress, Golem 2. Rocket Grunt: Houndour, Shuckle, Azumarill, Shellder, Onix, Dewgong

3. Rocket Executive: Vileplume, Arbok, Magcargo, Kabutops, Victreebel, Golbat 4. Rocket Executive:

Houndoom, Octillery, Wobbuffet, Hypno, Parasect, Tyranitar



Blackthorn Gym

Gym Specialty: Dragon Pokémon

Tips: Gloria's Pokémon will trap yours with Spider Web, Bind, or Whirlpool—you can get out of these traps by using Rapid Spin. She'll also hit you with Spore or Hypnosis, so use fast Pokémon (give one a Quick Claw for an added chance for first-strike) and put her Pokémon to sleep first.

1. Cooltrainer Gloria:

Smeargle, Tangela, Jynx, Golduck, Haunter, Ninetales 2. Cooltrainer Vince:

Ivysaur, Wartortle, Charmeleon, Bayleef, Croconaw, Quilava **Gym Leader Clair:**

Kingdra, Ampharos, Nidoking, Rhydon, Charizard, Gyarados



Champion

Tips: Lance's powerful Tyranitar will make short work of the Psychic and Electric Pokémon that got you past the Elite Four. In Lance's case, you may need to resort to Destiny Bond, using a fast Pokémon that you know will get knocked out in one hit. Haunter is the only Rental that's quick and weak enough for this. You can also use Wobbuffet's Mirror Coat, as long as it survives the first hit.

Ecruteak Gym

Gym Specialty: Ghost Pokémon

Tips: Watch out for Sage Ty's Mean Look, It's the move he tends to use first, so switch out immediately to a Pokémon that is strong against his. You'll need a Psychic Pokémon for the first two battles and a good Dark Pokémon to use against Morty.

1. Medium Holly: Gastly,

Noctowl, Weepinbell, Qwilfish, Seaking, Ditto 2. Sage Ty: Haunter, Grimer,

Jynx, Golbat, Muk, Murkrow Gym Leader Morty: Gengar, Mantine, Granbull, Lapras, Misdreavus, Exeggutor



Olivine Gym

Gym Specialty: Steel Pokémon

Tips: Jasmine likes to recall often. Use Fire Spin, Whirlpool or Mean Look in combination with Toxic or Perish Song to prevent this. Steelix is a mainstay of her party, so keep a Water-type in your own party to get rid of it.

1. Gym Leader Jasmine: Steelix, Stantler, Blastoise, Slowbro, Rapidash, Scizor.



Mahogany Gym

Gym Specialty: Ice Pokémon

Tips: Carol is obsessed with the Icy Wind attack, which lowers your speed. Switch out to a fast Pokémon so you can get in several hits before your Pokémon's speed falls below hers.

1. Boarder Alvin: Venusaur, Sneasel, Kadabra, Seel,

Delibird, Magneton 2. Skier Carol: Seadra,

Raticate, Omastar, Marowak, Poliwhirl, Persian **Gym Leader Pryce:**

Piloswine, Quagsire, Hitmontop, Tentacruel, Girafarig, Articuno



Elite Four

Tips: The Elite Four are stronger this time and have a more diverse team of Pokémon. Each one only uses two Pokémon whose types match their particular specialty. Use Wobbuffet and Corsola (because of their Counter and Mirror Coat attacks) and give one of them a Focus Band to hold. If you own one, use a Psychic Pokémon that knows some Dark or Ghost-type attacks to get through Will; mine was a Mewtwo with Shadow Ball, which is almost strong enough to get you through the first three battles by itself.

1. Will: Xatu, Electabuzz, Mantine, Flareon, Chansey, Hypno 2. Koga: Venomoth, Magmar,

Lapras, Stantler, Lanturn, Ariados Bruno: Machamp, Golem, Primeape, Granbull, Exeggutor,

Ursaring 4. Karen: Umbreon, Persian, Murkrow, Słowbro, Misdreavus, Electrode

Lance: Dragonite, Aerodactyl, Feraligatr, Kangaskhan, Arcanine, Tyranitar



Johto Gym Leader Castle: R-2-Clear

Once you defeat Lance, you can teach one of your party Pokémon a move they previously forgot (the same reward you get in Round-1, so go back there if you want to get this opportunity more easily). You also open up Kanto Gym Leader Castle R-2.



Kanto Gym Leader Castle-R-2

Pewter Gym

Gym Specialty: Rock

Shuckle

Tips: Look out for Fissure by having your Pokémon hold Brightpowder, or a Focus Band

Brock: Steelix, Heracross, Rhydon, Slowbro, Ursaring,



Vermilion Gym

Gym Specialty: Electric

Tips: Surge tries to freeze and/or paralyze you. Remember that in the Cup rules, only one of your Pokemon may be frozen at a time, so if you get frozen solid, switch out-your next Pokémon cannot be frozen

Lt. Surge: Raichu, Victreebel, Porygon2, Quagsire, Dodrio,



Fuchsia Gym

Gym Specialty: Poison Pokémon

Tips: Use Psychic, Ground and Dark Pokémon who know

Janine: Girafarig, Meganium, Crobat, Muk, Vaporeon,

Viridian Gym

Gym Specialty: None

Blue: Kingdra, Scyther, Miltank, Gengar, Houndoom,

Piloswine



sure-hit moves like Swift and Faint Attack

Tips: As Blue says himself, "Balance is the key." Stack

getting old stand-by favorite Wobbuffet.

your team with diverse and powerful Pokémon, not for-

Forretress



Cinnabar Gym

Gym Specialty: Fire Pokémon

Tips: Hit Arcanine, Chansey and Clefable with Ancientpower or Earthquake (it's super-effective against Arcanine, and it's a physical attack, so Chansey and Clefable's high special defense stats won't be an issue.) A Fighting Pokémon with Dig is also a good bet; your only real problem is Vileplume, which you can knock out with a good blast of Psychic.

Blaine: Arcanine, Mr. Mime, Chansey, Clefable, Vileplume, Moltres



Kanto Gym Leader Castle: R-2—Clear

Whooping the Kanto Gym Leader's butts will impress your fallen foes so much that they'll give you permission to challenge Red, a legendary trainer who continually hones his

skills atop Mt. Silver, a craggy peak infested with ultra-powerful Pokemon. In Gold and Silver, he stands with his back to you at the top of the mountain, in mute contemplation of his incredible prowess, and defeating him is the true end of the game. He's wordless. He's mighty. I don't know about you, but he's starting to tick me off-legendary cats or no, it's time someone took him off his high horse.

Red doesn't say much, but he's clearly a talented individual. When I fought him, he kept using the same set of three Pokémon—Entei, Snorlax and Espeon—though that's no guarantee it will be the same for you. Entei comes out first holding a Scope Lens, which increases its chances for a critical hit. Using Wobbuffet here is risky, since Entei and Espeon know strong Dark-type attacks, but if you give Wobbuffet a Focus Band you may survive to use Mirror Coat. Snorlax's Shadow Ball attack is also powerful against Wobbuffet. Remember that Ghost-type attacks are considered physical attacks, so you need to use Counter to send them back rather than Mirror Coat.

Suggested Rentals: Corsola Wobbuffet Haunter Primeape, Onix, Umbreon

Red: Corsola, Wobbuffet, Haunter, Primeage, Onix, Umbreon



Cerulean Gym

Gym Specialty: Water

Tips: Stick with Grass and Electric-types, they'll do well against Starmie, who is her strongest competitor

Misty: Starmie, Wigglytuff, Nidoqueen, Ampharos, Dragonair, Politoed



Celadon Gym

Gym Specialty: Grass

Tips: Use a combination of Fire, Flying and Water attacks

Erika: Bellossom, Marowak, Ninetales, Mantine, Blissey, Exeggutor



Saffron Gym

Gym Specialty: Psychic Pokémori

Tips: Sabrina is only using two Psychic Pokémon, so don't staff your own team with Dark-types. Use a balanced team of Dark, Fire, Psychic and Water Pokemon to cover all your bases.

Sabrina: Starmie, Wigglytuff, Nidoqueen, Ampharos, Dragonair, Politoed

Mt. Silver: R-2-Clear





When you clear the Gym Leader Castle in Round-2. you receive another Doduo GB, except this one lets you play your Pokemon Gold and Silver carts through the GB Tower at double speed. If you crank up the juice to double speed, color is sacrificed; the images look like a Polaroid that's not completely exposed, and the background frame fades to black. If you have already earned all the Stadium Cup trophies in Round-2, you would get a Dodrio GB, which lets you play Gold

& white. Use the Co button to toggle between available the three available speeds.

STADIUM: ROUND 2

The Stadium Cups are much harder than the Gym Leader Castle because of the way they're formatted. You don't earn continues unless none of your Pokemon faint during a battle, and you're stuck with the same team of six Pokemon throughout the entirety of each tournament. Trying to take this arena using only Rental Pokémon is frustrating, and almost impossible; even when I was using my own team of Pokémon during the Poké Cup Master Ball: R-2 tournament, Jason's stuffed Pikachu needed to take a few unscheduled flights around the office for stress relief.

Little Cup: R-2

These little fellows are cute as the dickens until they start kicking your butt. The best way to combat these miniature soldiers is by breeding some of your own baby Pokemon for battle. Most of you should be familiar with the breeding pro-

gram in Pokémon Gold and Silver, Stick two Pokemon of opposite genders in the Day Care Center and see if they'll breed. Check your Pokémon's feelings after it's in the backyard—if the dialogue box reads. "It's friendly with [the other Pokemon]" or "It shows interest in [the other Pokemon]," then you'll get an egg eventu-

ally. The time it takes for a Pokémon to lav an egg varies with the species, but it is judged according to how many steps you've taken since you left the egg. Don't just leave your Pokémon there overnight, and expect them to have an egg if you haven't gone anywhere in the meantime. You can use the rentals I've listed if you choose, but just remember that you get what you pay for, and the rentals

- Suggested Rentals: Abra, Vulpix, Elekid, Staryu, Phanpy, Machop 1. Youngster Bernie: Venonat, Pineco, Voltorb, Machop, Exeggcute, Rhyhorn
- 2. Picnicker Stacy: Horsea, Phanpy, Bulbasaur, Goldeen, Spearow, Quilava
- 3. Camper Grant: Hoppip, Wooper, Diglett, Teddiursa, Meowth, Psyduck
- Pokéfan Janet: Ledian, Magnemite, Gastly, Houndour, Ariados, Seel
- Schoolboy Clark: Pichu, Chikorita, Cleffa, Marill, Vulpix, Sentret
- 6. Swimmer Cora: Poliwag, Abra, Mareep, Cubone, Dratini, Charmander
- 7. Teacher Tina: Eevee, Natu, Ponyta, Rattata, Doduo, Tyrogue
- 8. Pokefan Rex: Elekid, Porygon, Onix, Slowpoke, Scyther, Chansey

Pokécup: R-2

I don't recommend any of the Rental Pokemon to use in the Poke Cup, which is the hardest arena by far. If you are serious about Pokémon, and I assume you are to get this far through Pokémon Stadium 2, then you would prefer to use your own team anyhow. Listed below is the team of Pokémon I home-brewed in Pokémon Gold and Silver. For the

most part, I used the first three, with Umbreon leading to absorb special attacks, or Snorlax leading to absorb physical attacks. When creating your own team, bear in mind that healing moves like Giga Drain, Recover, Moonlight, Morning Sun or Pain Split are the great equalizers in Round 2 tournaments.

- 1. Umbreon: Toxic, Mean Look, Moonlight, Bite: Blackglasses
- Espeon: Attract, Psychic, Bite, Swift: Twistedspoon
- Snorlax: Rest, Snore, Body Slam, Surf: Leftovers
- 4. Wobbuffet: Counter, Mirror Coat, Safeguard, Destiny Bond: Focus Band
- 5. Dodrio: Drill Peck, Tri Attack, Protect, Hyper Beam: Sharp Beak
- Electabuzz: Swagger, Double Team, Rain Dance, Thunder: Magnet

Poká Balle 12-2

1. Bug Catcher Nelson: Ledyba, Spinarak, Caterpie, Weedle, Yanma, Venonat

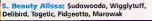


2. Swimmer Bruce: Seaking, Azumarill, Lanturn, Qwilfish, Dewgong, Seadra

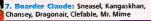




4. Super Nerd Clifford: Porygon, Pineco, Electrode, Pupitar, Miltank, Misdreavus







8. Psychic Wason: Slowbro, Stantler, Primeape, Quagsire, Meganium,

Great Ball: R-2

1. Pokéfan Carmen: Sunflora, Tangela, Shuckle, Qwilfish, Noctowl, Octillery



3. Firebreather Cliff: Magmar, Magcargo, Lickitung, Ninetales, Hitmontop, Bellossom

4. Biker Dillon: Weezing, Skarmory, Nidoking, Ampharos, Cloyster, Parasect

5. Teacher Molly: Mr. Mime, Girafarig, Venomoth, Sandslash, Stantler, Smeargle

6. Sage Chen: Misdreavus, Golbat, Tentacruel, Dewgong, Muk, Umbreon

7. Pokéfan Baxter: Venusaur, Mantine, Magneton, Chansey, Kadabra, Kabutops

8. Pokémaniac Pedro: Dragonite, Vaporeon, Phanpy, Exeggutor, Hitmonlee, Ursaring

TIPS & TRICKS

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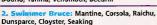




VItra Ball: R-2



1. Bug Catcher Nelson: Ledian, Omastar, Dodrio, Yanma, Venomoth, Beedrill



3. Hiker Chester: Furret, Lickitung, Slowking, Clefable, Azumarill, Rapidash

4. Super Nerd Clifford: Porygon2, Raticate, Forretress, Lanturn, Magneton, Dugtrio

5. Beauty Alissa: Wigglytuff, Flareon, Nidoqueen, Vileplume, Jumpluff, Politoed

6. Burglar Jensen: Persian, Steelix, Murkrow, Pinsir, Gyarados, Moltres

7. Boarder Claude: Sneasel, Articuno, Blissey,
Golduck, Kangaskhan, Zapdos

8. Psychic Mason: Xatu, Espeon, Jolteon, Blastoise, Heracross, Primeape

Master Ball: R-2



1. Pokéfan Carmen: Swinub, Hypno, Dewgong, Victreebel, Golem, Clefable

2. Youngster Wyatt: Granbull, Ariados, Feraligatr, Fearow, Rhydon, Tauros

3. Firebreather Cliff: Charizard, Typhlosion, Slowking, Blissey, Nidoqueen, Exeggutor

4. Biker Dillon: Miltank, Vaporeon, Weezing, Skarmory, Muk, Ampharos

5. Teacher Molly: Mr. Mime, Scizor, Arcanine, Girafarig, Raticate, Quagsire

6. Sage Chen: Crobat, Umbreon, Entei, Jynx, Misdreavus, Lapras

7. Pokéfan Baxter: Rapidash, Suicune, Alakazam, Aerodactyl, Marowak, Electrode

8. Pokémaniac Pedro: Gengar, Starmie, Snorlax, Electabuzz, Machamp, Dragonite

Prime Cup: R-2

Now that you're in Round 2, Celebi and Mew can both be rented. It's not a wise decision to include both of these rare Pokémon in your party, since they are both Psychics. Stick to one or the other if you insist on using them. This tournament is actually easier than the Poké Cup, since there aren't any level restrictions. Raise your Pokémon to Level 100, crank up their stats with pharmaceutical drugs and rip through this tournament with ease...unless you

Pokémon. I've listed some rentals that can get you through the tournament, but it will take a long time, and it might be more worthwhile to just raise your own Pokémon until they reach Level 100. This can be done most easily by blitzing through the Indigo Plateau and giving the Pokémon you want to level up an Exp. Share or a Lucky Egg to hold, since this will give them experience even if they don't

Suggested Rentals: Aerodactyl, Kadabra, Ninetales, Corsola, Wobbuffet, Haunter

orsola, Wobbuffet, Haunter

1. Lass Terry: Bellossom, Blissey, Donphan,

Steelix, Jumpluff, Miltank

2. Blackbelt Yang: Wobbuffet, Blastoise, Tentacruel, Primeape, Heracross, Poliwrath

3. Bird Keeper Adam: Dragonite, Xatu, Aerodactyl, Moltres, Zapdos, Articuno

4. Cooltrainer Floria: Hypno, Exeggutor, Rapidash, Politoed, Mr. Mime, Espeon

5. Fisherman Chase: Omastar, Feraligatr, Lanturn, Weezing, Quagsire, Slowbro

6. Scientist Craig: Starmie, Umbreon, Misdreavus, Stantler, Crobat, Electrode

7. Skier Kathy: Suicune, Tyranitar, Snorlax, Kingdra, Scizor, Jolteon

8. Cooltrainer Marty: Celebi, Persian, Gengar, Machamp, Lapras, Raikou

participate in the actual battle.

Challenge Cup: R-2



There's no way to prepare for this Cup, because you are forced to play with a random team of Pokemon that the computer selects. However, it is possible to learn from experience,

Whenever a trainer defeats you in the Challenge Cup, pay attention to the Pokémon he or she used and in what order, since they'll tend to stick to the same pattern. Also, if you lose the Challenge Cup enough times, the computer will start giving you better combinations of Pokémon and items. Depending on whether you cleared the Gym Leader Castle or the Stadium Cups first you'll get a Doduo or a Dodrio GB, which can play Pokémon Gold and Silver at double and triple speed, respectively.



Once you clear the Gym Leader Castle and all the Stadium Cups in Round 2, you gain access to your Rival in R-2. This time around he's even more annoying, though I didn't believe it was humanly possible to be more obnoxious than he was in the first round. His team of legendary Pokémon have learned some moves they didn't know in Round 1. which means some members of the team you used against your Rival in R-1 are no longer desirable. It will take a very long time to win using Rentals, because of their relative weakness in comparison with the Rival's Pokemon. Anyone who stuck it out long enough in Pokémon Stadium 2 to

get to this final boss

ought to have their

own set of Pokémon.

Use your judgment,

and try not to slug

innocent bystanders

(not that I ever have

while trying to com-

plete this last battle.

it was more of a kick)









Suggested Rentals: Corsola, Haunter, Misdreavus, Umbreon, Wobbuffet, Zapdos

1. Lugia: Aeroblast, Earthquake, Psychic, Safeguard: Leftovers

Tips: Use Umbreon's Sand-Attack to reduce Lugia's accuracy, then switch to Zapdos and try to nail it with Thunder. A lot of this depends on luck, and on the Rival not choosing to switch out as well. There's no time for Rain Dance in this battle, since his Pokemon's stats are significantly higher. A super-effective attack from a Rental Pokémon may do less than 50 points of damage, and these monsters have at least 400 HP each.

2. Ho-oh: Sacred Fire, Thunder, Earthquake, Giga Drain: Quick Claw

Tips: It's impossible to win with speed, since Ho-oh is holding a Quick Claw; you're not likely to get the first move even if you're holding one, too. Use Wobbuffet's Mirror Coat/Counter attack (Mirror Coat to return damage for Sacred Fire and Counter to return damage for Earthquake) and you'll knock the bird out with one hit. Of course, the catch is that you need to determine when it's going to use a specific attack, and the Rival will jump around between Sacred Fire, Earthquake and Giga Drain to mess with your counterattacks. Once again, winning this way depends a lot on luck.

3. Mewtwo: Psychic, Submission, Thunderbolt, Recover: King's Rock

Tips: Mewtwo will use Thunderbolt instead of Psychic when it sees Wobbuffet, so choose Mirror Coat to send damage back to it. Although Mewtwo knows Recover, the Rival doesn't use it wisely, so keep an eye on Wobbuffet's health points to determine whether or not it can withstand another hit (barring any unfortunate critical or weak point strikes by the Rival). Another way to pull down Mewtwo is to give Haunter a Quick Claw to hold so it can use Destiny Bond before Mewtwo or Lugia's Psychic attacks knocks it out (once again, getting to move first is still a crapshoot, but if it works, you'll pull down Mewtwo or Lugia with one Pokémon.)

> After you defeat your Rival in R-2, the lengthy credit sequence begins

Rival: R-2-Clear











rolling. Pokémon fly across the screen, then credits roll with different scenes of Pokémon battles inserted. One of them appears to be your Rival combating a young girl trainer using Suicune. Check out the photo here and compare it to the picture of the

girl trainer in Pokémon Crystal in the Pokémon Report. Quite a striking similarity, eh? Anyway, go grab a snack or something and come back at the tail end of the credits. Your reward for defeating the last trainer in Pokémon Stadium 2 is a Gligar that knows Earthquake, which you can pick up from Professor Oak's Pokémon Lab. There's also a new graphic for the opening screen, which pictures Ho-oh and Lugia bursting out from the center of the logo. Congratulations! You're done. Go run out naked in the streets in celebration, you

deserve it. Now excuse me while I take a vacation somewhere far away where no one can ever, ever make me play this game again.

SELECT

Hey, you—listen up! This isn't your typical "review/preview" section. The purpose of Select

Games is to show you a bunch of games that are out there—or are coming out soon—so YOU can decide which ones you'd like us to cover with in-depth strategy guides in future issues! See that postcard that's stuck between pages 50 and 51? Rip it out and write down the names of the games you're interested in. Drop it in a mailbox; we'll total up the responses and give you the kind of coverage you asked for!

Pick it!

The elite "Tips & TRICKS Pick" is given to those select few games that are highly recommended by the T&T staff after

we've tested them thoroughly. Many hot games that are previewed here are not eligible for the pick until they are considered "reviewable" by the publisher, which means they're finished or nearly finished. Pay special attention to the picks; these are our favorites!



available in Japan at press

time. Be on the lookout for a possible American release sometime in the near future!



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JAMES BOND 007 IN...AGENT UNDER FIRE

EA Games • 4th Quarter 2001 • 1-4 Players

Many of you have been waiting eagerly for the highly-touted PlayStation 2 version of 007: The World is Not Enough. In a surprising move, Electronic Arts decided to shelve the project and create a whole new Bond game exclusive to the PSZ. James Bond 007 in...Agent Under Fire is essentially a combination of two previously announced PS2 efforts: 007: The World is Not Enough and 007: Racing (featured in the February Issue of Select Games). The game features a whole new James Bond story written exclusively for the game and combline first-person shooter levels with combat driving missions. Bond's ultimate goal is to defeat Majprave, a megalomanial cterrorist bent on taking over the world. Of course, world domination is a common aspiration amongst Bond villains, but the high-tech Majprave sets out to accomplish this by building an army of clones. Bond's babe-of-the-hour is Zoe Nightshade, a beautiful young lady with plenty of firearm support. To round out the full Bond experience,



plenty of weaponry and Q-gadgets will accompany every mission. From what we've seen, the first-person shooting mode will initially remind many people of EA's Medal of Honor series. With Bond's modern weaponry and over-the-top gadgets, however, you'll soon realize that this isn't the French Underground anymore. In fact, Bond will be able to zlp through many areas using a special grappling hook and will even be supplied with a Jetsons-style jetpack during certain missions! EA is busy perfecting the multiplayer deathmatch mode and will even include a four-way split-screen driving mode as well. The waiting game starts all over as Agent Under Fire is planned for a late 2001 release. Like fine wine, patience can yield fantastic results.























down by now, but research goes on as our unsuspecting hero, David Vaughn, diligently monitors the giant creatures. Suddenly, the compound is raided by terrorists whose mission is to steal dinosaur DNA. Vaughn attempts to escape on a helicopter, but the chopper is gunned

down and he's left for dead. The adventure begins as you take control of a groggy Dr. Vaughn, who wakes up to find himself deep in the wild jungle. With very limited supplies, Vaughn must find and rescue fellow scientists, ward off ferocious dinosaurs and boot the terrorists off the island. Sounds like a tall order for one man, but heroes are made every day! Vaughn will eventually come across more powerful weapons including grenade launchers, machine guns and sniper rifles. There will even be sequences where Vaughn gets to ride ATVs as he tries to escape a stampede of dinos! Jurassic Park: Survival will feature some of the movies' most amazing-looking dinosaurs, including Velociraptors, Triceratops and the mighty T-Rex. But don't stare too long or you'll turn into a tasty afternoon snack!













Although the Gundam Wing TV series on Cartoon Network seems to be growing in popularity, most hardcore Gundam fanatics will accept no other substitute than the original Gundam TV series that started in 1979 starring Amuro Ray, Gundam: Journey to Jaburo for the PlayStation 2 is based on the original TV series

and focuses on the battles of the legendary "One Year War." Of all the Gundam games released worldwide, few offer pure mech-style action where you can freely roam and battle in a 3-D environment. Journey to Jaburo gives you full control of your machine with the ability to run, strafe, use jet propulsion and even switch between the saber and machine gun. Some missions will have you go solo and there are other team-based missions that require you to give out orders to other computer-controlled Mobile Suits. The game closely follows the TV episodes and features familiar stages like the Colony Interior, Great Canyon, City Island, Jaburo Frontier and more. The story even delves into the growing rivalry between hero Amuro Ray and Char Aznable, the commander of the mysterious Red Zaku, Plenty of enemy Mobile Suits make their appearance as well as a few from Amuro's squad like Gun Cannon, Gun Tank and G Armor. The game will also feature several later model Gundams like the Gundam 0080, 08th MS Team series and the Side Story versions.









SONIC ADVENTURE 2









Sonic Adventure 2 arrives in stores just in time to commemorate Sonic's tenth birthday. It is also probably the last exclusive Sonic the Hedgehog game for any Sega system as Sega redefines itself as a multiplatform publisher, Sonic Adventure 2 brings back some of Sonic's old friends like Tails and Knuckles and lets you play as them in several stages. Unlike the previous adventure, how-



ever, Sonic Adventure 2 will also put you in the shoes of the villains. Three "Dark" characters—Dr. Robotnik, Shadow and Rouge—will be selectable so you can experience the flipside of the story. Shadow and Rouge are brand new characters in the Sonic universe and although they are categorized as villains, their real motives are a mystery. Shadow is a black hedgehog who looks a lot like Sonic, but he is actually a creation of Dr. Robotnik. Rouge looks a little like Amy, but she's a bat. She has almost the exact same moves

TIPS & TRICKS



as Knuckles, like the ability to climb walls and search for Emeralds. Sonic Adventure 2 focuses more on action than the first Sonic Adventure and less on plot-driven scenarios. A two-player versus mode can also be enjoyed with a friend. The two-player mode is basically a race through any of the courses, tallying up points for collecting items and destroying enemies for the highest score. Sonic Adventure 2 makes it difficult to believe that the time has come for the Dreamcast.



DIGIMON: DIGITAL CARD BATTLE

Bandai • Available Now • 1-2 Players

Digimon: Digital Card Battle takes the popular Digi-Battle card game and brings it to life onto the PlayStation to create twice the fun. Now all the battles can be seen in detailed 3-D environments so nothing is left to the imagination. Players must participate in Digital Card tournaments held in Digi-Land in order to win as many Digimon cards as possible. There are more than 30 different varieties of cards with over 40 new Digimon characters. Of course, each Digimon can evolve into stronger creatures by participating in several battles. The game contains a huge world map where different tournaments are held, allowing players to increase their card collections and thereby increasing the power of their decks. Digimon: Digital Card Battle has a comprehensive tutorial for newbies who haven't played much of the actual Digi-Battle card game. The game is very popular in Japan and some TV shows have even hosted tournaments. The Japanese version allows the PlayStation to trade cards using Bandai's Wonder5wan







Street

Supercar

Challenge is a nononsense arcadestyle racer that lets





SUPERCAR STREET CHALLENGE

handheld device and a link cable, but unfortunately the Wonder5wan seems have passed its window of opportunity here in the U.S. Still, if you're a Digimon fan, you can't pass this one up!

Activisian • Fall • 1-2 Players

you race some of the world's most fastest road vehicles. The game features more than ten European and American road hogs licensed by Lotus, Callaway, Bertone, Pontiac and more. Racers can burn rubber around landmark international dities like los Angeles, London and Rome, Just to name a few. The game is loaded with tracks. Each track has unique shortcuts and surprise to prod your sense of discovery. In addition to licensed vehicles, users can create their own supercars by using the Styling Studio. Players can earn decils, auto parts and other features by winning races so they can build and improve their own vehicles. The cars will show visible damage from the frenetic driving and can affect driving performance. Supercar Street Challenge Instruction 2 title, but the focus is on fun and pure speed. The game is reminiscent of San Francisco Rush with its arcade-style gameplay and stunning speeds. Supercar Street Challenge should arrive in stores in the Fall.

















the role of a cab driver in the New York concrete jungle. The cabs are more streamlined and futuristic than the cabs in Cray? Tawl and are able to perform outrageous stunts with the use of power-ups found on the streets. Picking up passengers and getting them to their destinations is the focus of the game, but unlike Cray? Tawl, you are competing with other drivers. The cabinet can be linked for a four-way battle or you can race against computer-controlled drivers. Some of the power-ups include a Battering Ram to smash through traffic, Gilder Wings to fly like Chitty-Chitty Bang Bang, Bang Gang and Chita Chita

Smashing Drive will certainly be compared to Crazy Taxi as players take



ensure your victory. A high score will qualify you for an extra bonus round after every track. Check it out at your local arcade. It's smashing, baby!



X-MEN MUTANT ACADEMY 2 (UPDATE:)

From what we have seen so far, X-Men Mutant Academy 2 looks very polished, with the addition of at least three new characters: Havok, Forge and Rogue. Three more are X-pected to be added to the final version, which contains a Survival Mode, Versus Mode, Arcade Mode, Academy Mode and Cerebro Mode which unlocks all of the characters' ending sequences. The fighting engine from the first game remains intact; Tekken-style chain combos are still the rage, as are the X-Treme Counter and X-Treme Meter which still allow you to switch between the three Super Bars at the bottom of the screen and replenish one of your choice. There are some pretty nifty

new character features as well. For Xample, Rogue uses flight as normal her means of moving around the screen to fight her opponent! Watch for this X-cellent new fighting game in the fall





















Gitaroo-man is wack! And we love it! Koei's Gi taroo-man is an out-of-this-world music game where one boy must save his planet armed with his "Gitaroo." The boy wonder of the story is U-1, a reclusive elementary school

student who is ridiculed by his classmates for his weird appearance. Little does his peers know that he will eventually save the planet, Gitaroo, from the evil key board aliens called Grabaren, U-1 is actually a descendant of the legendary Gitaroo-man and he must find the sacred

"Gitaroo" instrument to complete his transformation. The character designs in Gitaroo-man are an absolute hoot and will imprint a permanent smile on your face. Much of the gameplay is based upon the now-standard music game system of pressing

the △, O, × or □ buttons with the symbols that appear on the screen and in time with the music. Any guitar player knows that you can't fully rock out without using the whammy bar and that's exactly what U-1 does. By using the analog joystick of the Dual Shock controller, you can bend notes and even do "dive bombs" with the "Gitaroo," but you must match the wavy lines that appear on the screen. Gitaroo-man is a riot; it's definitely the craziest-looking game to come to the PS2 so far. More like this, please!



ROCKET POWER

Nickelodeon's hottest new show, Rocket Power, is coming to the PlayStation! Hang out with the Rocket Power gang in Ocean Shores, California where the sun, snow and surf beckon the best Extreme Sports athletes. Otto Rocket and his sister Reggie, plus his buds Twister and Sam are ready to take on every radical activity including surfing, skateboarding, rollerblading, BMX riding and snowboarding. Any character can participate in any event, but each will have his or her own strengths and weaknesses. Players must perform tricks and stunts to rack up a score high enough to progress to the next level. Items can also be picked up along the way to increase your score. The

ters doing Tony Hawk-style moves. Other characters will also moreon Otto's Dad and Tito the rhef. A Game Boy Advance version of Rocket Power is also on the way.







TIPS & TRICKS





KLONOA: EMPIRE OF DREAMS







Although Klonoa appears in 3-D on both the PlayStation and PlayStation 2, the gameplay has always been inspired by 2-D side-scrolling games. That's why Klonoa's move to the Game Boy Advance sounds pretty natural compared to some other 3-D games that are being remade for the Game Boy Advance. Klonoa: Empire of Dreams is another chapter in Klonoa's ethereal adventures and will give Game Boy Advance owners a solid platform-style game that should feel very similar to its 3-D counterparts, Over 35 levels are planned for this title with plenty of puzzles, enemy-throwing and even hoverboarding. Namco is also planning to release Pac-Man Collection and Namco Museum for the Game Boy Adance this summer.

IY HAWK'S PRO SKATER 3







Oh boy! Here's a small teaser to get you all worked up for Tony Hawk 3 on the PlayStation 2. Details are still a little sketchy on this HUGE title for the PS2, but the pictures obviously speak for themselves. This game is already looks amazing and is said to be so real that you'll have scabs on your skin by the time you fin-ish playing! Note the photo

of Tony skating through a car-



3 will have a much deeper multiplayer mode compared to the previous two games, but what exactly is being added is still unclear. An Xbox version of the same game is also scheduled to be released in the Spring of 2002.











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tacle, especially when all the mice invade the screen during a Mouse Mania attack, Players can even create their own icons and save them in the GBA version. There are literally hundreds of stages to play, making Chu Chu Rocket! a great game to take on a long trip or a deserted island.



BOUNTY HUNTER



Hey, look! It's our first preview for Microsoft's new Xbox game system, which is expected to launch in the U.S. this fall, Bounty Hunter is a first-person shooter combined with the space flight action. The control schematics for both modes are the same so players can jump from one to the other with-

out any readjustments. The story takes place 400 years into the future when warp drive technology has allowed humans to fully colonize the outer reaches of space. After hundreds of years of space travel, human beings finally encounter another species. Overpopulation, greed and me irontier spirit keeps the humans in search of more habitats. Unfortunately, now they have to compete with aliens. Bounty Hunter is scheduled to be an Xbox launch title









Your handy resource guide for tracking upcoming game releases. Keep in mind that there is no such thing as a "sure thing"; all release dates are subject to change. *

4TH QUARTER Tony Hawk's Pro Skater 2 (Activision)

PLAYSTATION

Arc the Lad: Collection (Working Designs) Oigimon Card Battle (Bandai) Final Fantasy Chronides (Square/EA) IHRA (Bethesda) Tic Tac Chicken (Tommo)

AUGUST

M & M's (Havas) Rescue Heroes: Molten Menace (Knowledge Adventure) X-Men Mutant Academy 2 (Activision) SEPTEMBER

NASCAR 2002 (EASports) NASCAR Racers (Hasbro) Rayman Brain Games (Ubi Soft) V.I.P. (Ubi Soft) You Don't Know Jack Vol. 6 (Havas)

3RD QUARTER Arthur's Quiz Show (The Learning Co.) Cargol (Hasbro)

Where in the World is Carmen Sandiego? (The Learning Co.) Dance Dance Revolution: Oisney Mix (Konaml) Mary-Kate and Ashley Crush Course (Acclaim) Mega Man X6 (Capcom) NBA ShootOut 2002 (Sony) NFL GameOay 2002 (Sony)

Nicktoons Racing (Hasbro) Ohee Tale of the Circus (Sound Source) One Piece Manslon (Capcom) Scooby Doo and The Cyber Chase (THQ) Sheep Dog & Wolf (Infogrames) Spider-Man 2 (Activision)

Songe Bob Squarepants (THQ) Syphon Filter 3 (Sony) Tony Hawk's Pro Skater 3 (Activision) The Weakest Link (Activision)

OCTOBER Barbie Explorer (Havas) FIFA World Cup Soccer (EASports)

Jumpstart Kindergarten (Knowledge Adventure) Tales of Destiny 2 (Namco) NOVEMBER

Digimon Racing (Bandai) Harry Potter and the Scorcerer's Stone (EA) Hooters Road Trip (Ubi Soft) Jesse James Six-Shooter Showdown (Ubi Soft) Twisted Metal: Small Brawl (Sony)

PLAYSTATION 2 JUNEY.

Batman Vengeance (Ubi Soft) Ephemeral Fantasia (Konami) Extermination (Sony) Extreme G-3 (Acclaim) Gran Turismo 3 (Sony) Gundam: Journey to Jaburo (Bandai) Hype The Time Quest (Ubi Soft) Klonoa 2: Lunatea's Veil (Namco) NCAA Football 2002 (EASports) Rune: Viking Warlord (Take 2) Supercar Street Challenge (Activision)

AUGUST 18 Wheeler American Pro Trucker (Acclaim) Alon D'Ar (Ubi Soft) Carrier (Jaleco) Commandos 2 (Eidos) Giants: Citizen Kabuto (Interplay) Half-Life (Sierra) Herdy Gerdy (Eidos) Ico (Sony) Jekyll & Hyde (Oreamcatcher)

Legacy of Kain: Soul Reaver 2 (Eidos) Le Mans 24 Hours Racing (Infogrames) Portal Runner (300)

Resident Evil: Code Veronica X (Capcom) Test Drive Off-Road: Wide Open (Infogrames) 3RD QUARTER

Arctic Thunder (Midway) Raidur's Gate: Dark Alliance (Interplay) Bass Strike (THQ) Casper Spirit Dimensions (TOK) Conflict Zone (Ubi Soft) Dave Mirra Freestyle BMX 2 (Acclaim) Oisney's Tarzan (Ubi Soft) Oragon Wars of Might & Magic (300) Drakan II (Sony) Gitaroo-man (Koei) The Great Quest (Konami) Legion (Midway)

Madden 2002 (EASports) NBA Live 2002 (EASports) NCAA GameBreaker 2002 (Sony) NFL Blitz 20-02 (Midway) NFL GameOay 2002 (Sony) NFL Quarterback Club 2002 (Acclaim)

Okage: Shadow King (Sony) Police 911 (Konami) Run Like Hell (Interplay) Shaun Palmer's Pro Snowboarder (Activision) Silent Hill 2 (Konami)

Tony Hawk's Pro Skater 3 (Activision) Top Gun (Interplay) Tribes 2 (Havas)

Trophy Bass (Sierra) 4TH QUARTER 007: Agent Under Fire (EA) Crash Bandicoot: The Wrath of Cortex (Universal) Dans Ev (Fidos)

Devil May Cry (Capcom) Frequency (Sony) Grand Theft Auto 3 (Rockstar) Jak and Daxter: The Precurso: Legacy (Sony) Jeremy McGrath Supercross World (Acclaim) Jurassic Park III: Survival (Universal) Kinetica (Sony)

Legends of Wrestling (Acclaim) Mat Hoffman's Pro BMX 2 (Activision) Maximo: Ghosts to Glory (Capcom) Metal Gear Solid 2: Sons of Liberty (Konami) The Mummy Returns (Konami) NBA ShootOut 2002 (Sony) NCAA Final Four 2002 (Sony) NHL FaceOff 2002 (Sony) Roadsters Trophy (Interplay)

Rubu Tribe (Interplay) Smuggler's Run 2 (Rockstar) SOCOM U.S. Navy Seals (Sony) Spy Hunter (Midway) Star Trek: Shattered Universe (Interplay)

State of Emergency (Rockstar) SSX: Tricky (EA) Tetris Worlds (THQ)

USHRA Monster Jam (Ubl Soft) POSSIBLE IN 2001 Ace Combat 04: Shattered Skies (Namco) Armored Core 2: Another Age (Agetec) Barbarian (Titus)

Big Wave Surfing (Acclaim) C-12 (Sony) Oropship (Sony) Eternal Blade (Mattel) Force of One (Interplay) Formula X (Interplay) The Getaway (Sony)

Gravity Games: Biking (Midway) Gundam: Zeonic Front (Bandai) Gunslinger (Activision) H2Overdrive (Crave) Kessen II (Koei) King's Field IV (Agetec)

The Lost (Crave)

Monster Rancher (Tecmo) Munukuru (Interplay) One Force (Agetec) Pac-Man World 2 (Namco) Rock & Roll Racing (Interplay)

Seven (Namco) Silent Scope 2 (Konami) 5ky Gunner (Sony) Star Wars: Obi-Wan (LucasArts)

Super Runabout: New York (Interplay) Time Crisis 2 (Namco) Tomb Raider: Next Generation (Eidos)

Vamplre Night (Namco) V.I.P. (Ubi Soft) Virtua Fighter 4 (Sega) V'Room (Interplay) WipeOut Fusion (Sony)

WWF Smackdown! "Just Bring It" (THQ) Zombie Revenge (Acclaim) OREAMCAST

Guilty Gear X (Tommo) Outtrigger (Sega) Phantasy Star Online Version 2 (Sega) Soldier of Fortune (Crave) Floigan Brothers (Sega)

Sonic Adventure 2 (Sega) AUGUST

Alien Front Online (Sega) Conflict Zone (Ubi Soft) Heroes of Might & Magic III (Ubi Soft) Mat Hoffman's Pro BMX (Activision) Ooga Booga (Sega) Peacemakers (Ubi Soft) Propeller Arena (Sega) Razor Freestyle Scooter (Crave) Sega Bass Fishing 2 (Sega) Ultimate Fighting Championship: Tapout (Crave) Ultimate Sky Surfer (Crave)

World Series Baseball 2K2 (Sega) SEPTEMBER

Alone in the Dark: The New Nightmare (Infogrames) Bomberman Online (Sega) Evil Twin (Ubi Soft) V.L.P. (Uhi Soft)

3RO QUARTER

Heavy Metal: Geomatrix (Capcom) NBA 2K2 (Sega) NCAA College Football 2K2 (Sega) NFL 2K2 (Sega) NHL 2K2 (Sega) Tennis 2K2 (Sega) Shenmue II (Sega)

POSSIBLE IN 2001

Agartha (Sega) Buffy the Vampire Slayer (T.B.O.) Emergency Call Ambulance (Sega) Farnation (Sega) Fighting Vipers 2 (Sega) Gun Valkyrie (Sega) Headhunter (Sega) The House of the Oead 3 (Sega) Mobile Suit Gundam (Capcom) Mr. Oriller 2 (Namco) Planet of the Apes (T.B.O.) Toe Jam and Earl 3 (Sega) Wild Riders (Sega)

World's Scariest Police Chases (T.B.O.) GAME BOY COLOR JULY

Alone in the Dark: The New Nightmare (Infogrames) High Heat Baseball 2002 (300) Barbie Pet Rescue (Mattel) Dragon Warrior III (Enix) The Land Before Time (Conspiracy) Lufia: The Legend Returns (Natsume) Pokémon Crystal (Nintendo) Razor Freestyle Scooter (Crave) Toki Tori (Capcom) Trouballs (Capcom) Wicked Surfing (Interplay) Woody Woodpecker (Oreamcatcher) AUGUST

Pocket Soccer (Nintendo) Wendy's Gravity Goof (TDK) Portal Runner (300)

3RD QUARTER

Commander Keen (Activision) Matchbox Emergency Patrol (Mattel) Mega Man Xtreme 2 (Capcom) Playmobil Hype (Ubi Soft) Towers II (Telegames) V.I.P. (Ubi Soft) WWF Betrayal (THQ)

POSSIBLE IN 2001 Card Heroes (Nintendo)

Castlevania II (Konami) The Legend of Starfie (Nintendo) Merlin (EA) Monster Tactics (Nintendo) Robin Hood (EA) Star Ocean: Blue Sphere (Enix) Wizardry (Agetec)

GAME BOY ADVANCE

Advance GTA (Kemco) Monster Rancher Mania (Tecmo) Mega Man EXE Battle Network (Capcom) AUGUST Caesar's Palace (Majesco) F-14 Tomcat (Majesco) Golden Sun (Nintendo) Jurassic Park III (Universal) Lady Sia (TDK) M&M's: Lost in Time (Majesco) Mario Kart Advance (Nintendo) Tetris Worlds (THQ) SEPTEMBER

Backtrack (Telegames) Fortress (Majesco) Klonoa: Empire of Oreams (Namco) Lego Bionicle (Lego) Mat Hoffman's Pro BMX (Activision) Moto GP (THO) Power Rangers Time Force (THQ) Spider-Man (Activision) Sponge Bob Squarepants (THQ) Star Wars: Jedi Power Battles (THQ) Tiny Toon Adventure (Conspiracy) X-Men: Reign of the Apocalypse (Activision)

POSSIBLE IN 2001 Aerial Aces (Majesco) Bomberman Tournament (Activision) Breath of Fire (Capcom) Diddy Kong Pilot (Nintendo) OOOM (Activision) Earthworm Jim (Majesco) Final Fight (Capcom) Game Boy Wars Advance (Nintendo) Golf Master (Majesco) Jelly Belly (Majesco) Magical Vacation (Nintendo) Monster Guardian (Konami) Mr. Driller 2 (Namco) Namco Museum Advance (Namco) Napoleon (Nintendo) Pac-Man Advance (Namco)

Pinobee: Wings of Adventure (Activision) Sonic the Hedgehog Advance (Sega) Super Street Fighter II (Capcom) Tactics Ogre (Nintendo) Tekken Advance (Namco) Wario Land 4 (Nintendo)

* Publishers, please contact us with updates and/or corrections.



ARMORED CORE 2

Limiter Release

At any time during gameplay, hold R2 + L2 and press R3 (push the right analog stick into the controller). For the next 40 seconds, your Energy Gauge will not deplete no matter how much you use. However, after the period expires, you'll have no energy at all for another 50 seconds. You may repeat this as many times as you like.

ARMY MEN: AIR ATTACK 2

Mission Select

At the main menu, select "Continue Game" then select "Password." Next, enter Up, X, O, Up, Left, C, O, X as your password. You can now select from any of the 20 missions in the game.

ARMY MEN: SARGE'S HEROES 2

Secret Codes

Enter any of the following codes at the "Input Code" screen under the "Levels" menu. You'll see a special text message after entering a correct code. FREEPLAY-Unlock all levels N O D I E-Invincibility NOSEEUM-Invisibility

G I M M E-All weapons S H O R T Y-Tiny player I M H U G E-Giant player THDOTEST-Debug info

DEAD OR ALIVE: HARDCORE

Infinite Score & Items in Survival Mode First, start a new game in Survival Mode When your opponent appears, press the blue Eject button on the PlayStation 2 and fight as you normally would. When you defeat the opponent, the time limit will reset to and stay frozen at 40 sec onds. You opponent will lie on the ground, and the next one won't appear! You can continue to attack the fallen opponent by pressing Up + A + B. Each time you do this, an item will appear. You can continue obtaining items and points indefinitely. When you're ready to move on to the next opponent, just press the Eject button again. You can repeat this process for every single opponent. If you die, the screen will fade to white. It will stay in that state until you press Eject again. This trick won't work if you defeat an opponent while "Danger Reach" is in effect.

DYNASTY WARRIORS 2

Secret Codes Enter any of the following codes at the main menu, You'll hear a special sound effect after entering a correct code. Once unlocked, the BGM Test will appear under the "Sound" item at the "Options" menu. "Opening Edit" will appear

within the "Options" menu. Unlock Wu Kingdom characters- . . R2. R2. R1. R1. .

R1, R1, 🗆, 🗆, R2, R2 Unlock all characters—

R1,
R2,
R, R2. . R1

Select either side in Free Mode-Hold down △ and press R1, L1, L2, R2, R1, L1, L2, R2 Unlock all stages in Free Mode-

down and press L1, R1, R2, L2, L1, R1, R2, L2 Unlock BGM Test—L1, L1, L1, R1, R1, R1,

L2. R2 Unlock Opening Edit-R2, R2, R2, L2, L2, L2, R1, L1

Unlock Wei Kingdom characters—□, □ . Rz, Rz, R1, R1

GAUNTLET: DARK LEGACY Secret Code:

Enter any of the following codes as your character's name when you begin a new game. All effects are permanent. N V U L N-Invulnerability 0 0 0 0 0 0-Invisibility S S H O T 5-Super shots

M E N A G E-3-Way shots R E F L E X-Reflecting shots PEEKIN-X-ray vision PURPLE-Full Turbo

DELTA 1-Giant player, tiny enemies A L L F U L-Start with 9 Potions, 9 Keys 1 0 0 0 0 K-Start with 10,000 Gold E G G 9 1 1—Play as Pojo the chicken ICE 600-Play as a big fat Dwarf N U D 0 6 9-Play as a sado masochist

STX 2 2 2-Play as a stick figure with a smiley-face KJH 1 0 5-Play as a stick figure with a baseball cap PNK666—Play as a stick figure with a mohawk

B A T 9 0 0—Play as a centurion TAK118-Play as a ninja STG333—Play as a bald guy

KAO292-Play as a waitress CSS222—Play as a guy with casual clothes and a baseball bat ARV 984—Play as a guy with casual clothes and a mace DIB 6 2 6—Play as a guy with casual clothes and a head on a staff

RIZ721-Play as a quarterback SJB 9 6 4-Play as a martial artist with two scythes DARTHC-Play as a bald guy with black cape

T W N 3 0 0-Play as a blue and orange Valkyrie with a bloody scythe AYA555-Play as a Japanese school-

C E L 7 2 1—Play as a cheerleader C A S 4 0 0—Play as a special Warrior MTN200—Play as a General RAT333-Play as a Warrior rat GARM99-Play as a bald Wizard GARMOO-Play as a Wizard with a dark cloak

D E S 7 0 0-Play as a Wizard in desert garb S K Y 1 0 0—Play as a green alien S U M 2 2 4—Play as Sumner

GRADIUS III AND IV All Power-Ups

At any time during gameplay, press START to pause the game, then enter any of the codes below. Each one will take effect immediately after pressing START again to unpause. Remember, these codes will only work if the "Game Level" setting in Option Mode is set to 3 or lower. Even then, you may only use either code a number of times equal to 1 + the number of stages you've cleared in your current game.

All Power-ups plus Laser-Press Up, Up, Down, Down, Left, Right, Left, Right, X,

All Power-ups plus Double-Press Up, Up, Down, Down, Left, Right, Left, Right, C.,

KNDCKOUT KINGS 2001

Secret Codes

Select the Career mode and enter any of the following cheat codes as your boxer's name to unlock secret characters: M E C C A-Unlock Ashy Knucks M R B A R R Y—Unlock Barry Sanders J G I A M B I-Unlock Jason Giambi J R S E A U-Unlock Junior Seau O W N O L A N-Unlock Owen Nolar STEVEF-Unlock Steve Francis Z I T O-Unlock Chuck Zito J B O T T I-Unlock John Botti D E M A R T-Unlock David De Martini B A I L € Y—Unlock Joe Mesi A U S T I N-Unlock Ray Austin HATCHER-Unlock Charles Hatcher BOSTICE-Unlock David Bostice O S U N A-Unlock Bernando Osuna N E L S O N-Unlock Trevor Nelson

MDK 2: ARMAGEDDON

Alternate Camera View At any time during gameplay, press START to pause, then hold L2 + R2 and press O, X, O, X. When you press START again to return to the game, the camera will change position.

MIDNIGHT CLUB

Unlock Smuggler's Run Buggy

First, you must start the game with a memory card containing a save file from Smuggler's Run. Next, at the "Vehicle Select" screen, the Smuggler's Run Baja Buggy will appear in the menu of cars to the left of the Taxi Cabs!

MOTOGR

Internet Ranking Password

At the main menu, select "SAVE/LOAD," then select "RECORDS." Next, select "TIME TRIAL." Finally, hold L1 + R1 + L2 + R2 and press SELECT. A password will appear next to each time that you previously obtained in Time Trial. However, if you don't have any lap times obtained in Time Trial, no passwords will appear. You can use the password to submit your best times to Namco's official time attack contest on the Internet. The ranking submission page is located at http:// www.namco.co.jp/home/cs/ps2/motogp/ ranking-world/.

NBA HOOPZ Match-Up Screen Codes

At the match-up screen just before the tip-off-when the announcer says, "Today's match up..."—enter any of the following codes to gain different abilities and power-ups. Each code consists of three numbers and a direction; the numbers represent the number of times you need to push the \square , X and O buttons (from left to right) to change the symbols at the bottom of the screen, then you "lock in" the code by pointing the D-pad or joystick in the direction indicated. For example: To enter the "Infi nite Turbo" code (3-1-2-Up), press the button three times, the X button once and the O button twice, then press the D-pad or joystick Up. A message will appear to confirm if you've entered a code properly. Note: Some codes must be "agreed" to (entered by all players) in order for them to take effect. You can also enter the second number in each code by pressing the \(\triangle \) button instead of

4-4-4-Left-No goaltending 2-2-2-Right-No fouls 0-1-1-Down-Show shot % 1-1-0-Down-Show hotspot 3-0-1-Up-No hotspots 1-2-1-Left-Granny shots 3-2-0-Left-Street court 0-2-3-Left-Beach court 1-1-1-Right-ABA ball

3-1-2-Up-Infinite turbo

0-2-4-Right-Away uniform 0-1-4-Right-Home uniform 3-0-0-Right—Big heads 5-4-3-Left—Tiny players 3-3-0-Left—Tiny heads

NHL 2001

Hidden Players

At the main menu, select "Game Settings," then select "Rosters," then "Cre-ate Player." Next, select "Create Player" again. Under "General Information," change this new player's first and last names to any of the names below. If you entered the name correctly, a prompt will appear asking if you would like to create a new player like the one that already exists in the database. At this prompt, press X and you'll find that all of the stats and information will be already filled in. Many of these hidden players have much better attributes than you would be provided normally by just creating any new player. ED BELFOUR ROB BLAKE

PAVEL BURE PETER FORSBERG DOMINIK HASEK

JAROMIR JAGR OLAF KOLZIG JEAN-FRANCOIS LABBE NICKLAS LIDSTROM OWEN NOLAN SANDIS OZOLINSH CHRIS PRONGER DALE PURINTON PATRICK ROY GARTH SNOW KEITH TKACHUK TERRY VIRTUE JOHAN WITEHALL STEVE YZERMAN

Cheat Codes

At any time during gameplay, press SE-LECT to enter the data menu, Next, move the cursor to "Help." Now enter any of the codes below, then press SELECT again to return to the game. You'll hear a special sound effect after entering a correct code. All codes are deactivated when you die or start a new level. Note: The L3 and R3 buttons are triggered by pushing the left and right analog joy sticks into the controller until you hear a

Invincibility-L2, L1, L2, ... O. ... R3, L3, R3. O

Infinite current ammunition-L2, L1, L2, C. O. C. L2, L2, L1, L3 Skip current stage—L2, L1, L2, 🗆, O, 🗅 L3, R3, L2, L1

Refill ballistic ammo, energy cells and hypo sprays-L2, L1, L2, [], O, [], O, O, O,

Phase cloak-L2, L1, L2, C. O. C. L1, R3. 12.13 Knock enemies down with one punch or

kick-L2, L1, L2, □, ○, □, R3, L3, ○, □ Kill enemies with one punch or kick-L2, L1, L2, C, O, C, L3, R3, O, C

Big head—L2, L1, L2, □, O, □, START, □, O, START Tiny body-L2, L1, L2, C, O, C, L3, R3, C,

Giant body-L2, L1, L2, ... O. ... R3, ... O.

Transform into a different character-42. L1, L2, C, O, C, L2, L2, L2, L2 (continue to press L2 repeatedly to change into many different characters)

RAYMAN 2: REVOLUTION

Secret Bonus Levels Menu At the main menu, select "Options," then select "Language." Next, select

"Voices," then move the cursor to "Ray-manian." Now hold L1 + R1 and quickly press L2, R2, L2, R2, L2, R2. If you entered the code correctly, a new "Bonus Levels" menu will appear, Secret Cheat Menu

At any time during gameplay, press START to pause the game. Next, select "Sound," then move the cursor to "Mute." Now hold L1 + R1 and guickly press L2, R2, L2, R2, L2, R2. If you entered the code correctly, a new "Menu Cheat" menu will appear.

RC REVENGE PRO Secret Codes

Enter any of the following codes at the main menu. You'll hear a faint special sound effect after entering a correct code. You can enter the "Unlock next Championship" code up to seven successive times to unlock all eight Championships.

Unlock all tracks-L1, R1, R2, □, ○ Unlock all vehicles-£1, L2, R1, R2, O. [Unlock next Championship-L1, R1, R2,

READY 2 RUMBLE BOXING: ROUND 2 Secret Codes

Each of the following codes can be entered at any of the game's menu screens, but it's probably easiest to input them at the character-select screen, You'll hear the bell ring to confirm each code; if you can't get a code to register, don't press any buttons for about ten seconds and try again. Some of these codes remain in place until you turn the PlayStation 2 off, while others will only affect the first fight that takes place after the code is entered.

Unlock all boxers and special outfits -Press Left, Left, Right, R2, Left, Right, Right R1 R1 R2 Press the | hutton to cycle through each fighter's different outfits.

Faster gameplay-Press Right, Right, Up, Down, Right, then R1 four times, then R2.

Hyper speed mode-Press Left, Left, Down, Up, Down, Right, Right, then R1 19 times, then R2. Christmas boxing ring-Press Right, Up,

Down, Down, Down, then R1 eight times, then R2. Thanksgiving boxing ring—Press Right,

Up, Down, Down, Down, then R1 seven times, then R2. Halloween boxing ring-Press Right, Up, Down, Down, Down, then R1 six times,

then R2. Independence Day boxing ring—Press Right, Up, Down, Down, Down, then R1

five times, then R2. Easter boxing ring—Press Right, Up, Down, Down, Down, then R1 four times,

then R2 St. Patrick's Day boxing ring—Press Right, Up, Down, Down, Down, R1, R1,

R1. R2. Valentine's Day boxing ring-Press Right, Up, Down, Down, Down, R1, R1, R2. New Year's Day boxing ring-Press Right,

Up, Down, Down, Down, R1, R2. See the Ending-Press Right, Right, Right, Down, R1, R2, then exit to the main menu if you're not already there. Championship fight vs. Rumbleman

Press R2, Down, Right, Up, Left, then R1 six times, then R2, then R1, R1, R2. Zombie boxer-Press Left, Up, Right, Down, R1, R1, R2,

Big gloves-Press Left, Right, Up, Down, R1. R2.

Extra fat boxer—Press Right, Right, Up,

Down, Right, R1, R1, R2. Extra thin boxer-Press Right, Right, Up,

Down, Right, R1, R2. Extra camera angles-Press R1 20 times, then R2, then R1, then R2, then R1 21 times, then R2, then R1 18 times, then R2, then R1 nine times, then R2, then R1 14 times, then R2, then R five times, then R2, Left, Right, Up, Down, R2. Unlike the above codes, you'll hear an explosion and the word "RUMBLE!" when you enter this one correctly. Now start a game and press START to pause; you'll find 15 new camera angles to choose from, including a "Player 1 Camera Control" option that allows you to position the camera anywhere you want by using the four main action buttons.

Instant Rumble Mode At any time during a match, enter any of the following codes to instantly fill up your "RUMBLE" meter:

Level 1-R1, R2, Down, Up, Up, Left, R1, R1, R1, R2

Level 2-R1, R1, R2, Down, Up, Up, Left, R1, R1, R1, R1, R2

Level 3-R2, R1, R1, R2, R1, R2, R1, R1, R1. R1, R2, Left, Right, Up, Down

These codes can also be entered while the game is paused, while either boxer is knocked down or even when your fighter is staggering and about to fall.

RIDGE RACER V

Opening Intro Effects

During the opening intro where Ai Fukami is walking on the track, press either L1 or R1 to cycle through various effects that alter the appearance of the screen.

Analog Brake/Accel./Steering Display First, make sure you're using a Dual Shock 2 controller and that its red ana

log light is on. Now, at any time during gamenlay, hold SELECT for three seconds and a display will appear that measures how hard you're braking, accelerating and turning, Press SELECT again to turn the display back off.

RUMBLE RACING Secret Passwords

At the main menu select "Game Ontions," then move the cursor to "Load and Save," press Right, then press X. Next, enter any of the following passwords at the screen that appears:

ZEAGTLUKE-Unlock all tracks, all Championship Cups, the Grand Champion movie (from within the Showcase menu), plus Rookie, Pro and Elite versions of Blue Devil, Dire Wolf, Malice. Jolly Roger, Road Kill, El Diablo, Escargot, Cataclysm, Maelstrom, Mandrake, Dragon, Purple Haze, Hog-en-ator, Van Go, Maniac, Tiberius, Muscle Car, Mantee, Serpent, Widow Maker, Silver Streak and The Banger

I A R F X T 1 A R-Unlock Vortex (Rookie)

N A L D S H H S D-Unlock XXS-TOMCAT (Rookie) C D A A P T N I A-Unlock Interceptor

(Rookie) A R O G O R O G A-Unlock Road Trip (Rookie)

THTORHROT—Unlock Thor (Rookie) K CEROCTEK-Unlock Redneck Rocket (Rookie)

VTYANIYTT-Unlock Van Itty (Rookie) BSUIGASUM—Unlock Gamecus (Rookie)

OPSRTISUC-Unlock Sporticus (Rookie) U B T C K S T O H-Unlock Buckshot

(Rookie) A M H B R A A M H-Unlock Stinger

(Rookie) H G I R O L R E L-Unlock High Roller (Rookie) PTOATRTOI-Unlock Revolution (Rookie)

T L A C O B T L A—Unlock Cobalt (Rookie)

SILENT SCOPE Secret Codes

At the main menu, select "Arcade Mode," then enter any of the following codes at the "Mode Select" screen, You'll hear a special sound effect after entering a correct code.

No crosshairs-Right, Right, Right, Heart-shaped scope-Left, Right, Right,

No scope at all-Right, Down, Right, D, Right, Down, Right,

Rest of the screen turns black when looking through the scope—Down, △, Up, □, △, Down, Right, Down, Right, □, △

Same as the previous code, but the scope is on by default-Up, Up, Up, Up, Down, Down, Down, Down No targeting arrows or graphics-Right.

Right, Right, Right, Left, Down, Up, Right

Rotate the screen 180° about the vertical axis-Left, Left, Right,

Down, Down, Up, A. Up, Right, Down, Up, Left, Down,

All targets are invisible—Right, Down, Right, □, Up, □, □, △, Down, Right, Down, Right, D. A. In-Game Codes

At any time during gameplay, press START to pause, then enter any of the following codes. After entering a correct code, you'll see the effects take place immediately and you'll hear a special sound

 -5 seconds, +1/2 Life—△, X, Right, Left, Right, Left, O, X, Right, Left, Right, Left, Down, Down, Up. Up

+5 seconds, -1/2 Life-Up, Up, Down, Down, Left, Right, Left, Right, X, O

SMUGGLER'S RUN Secret Code

At any time during gameplay, press START to pause, then enter any of the codes below. You'll hear a special sound effect after entering a correct code. All codes will take effect immediately after you press START again to resume gameplay. For the speed up/down codes, the entire speed of the game will increase or decrease; you can enter each one up to three times for an increased effect. For the "Wizard of Oz Mode" code, any ambient vehicles you hit will have zero gravity; watch them float away!

Invisibility-R1, L1, L1, R2, L1, L1, L2 Speed up-R1, L1, L2, R2, Right, Right, Right

Speed down—R2, L2, L1, R1, Left, Left,

Real world gravity-L1, R1, R1, L2, R2, R2 Wizard of Oz Mode-R1, R2, R1, R2, Up, Up. Up

SSX Secret Codes

At the "Select Mode" screen, press in to enter the options screen. For all of the codes below, you must hold L1 + R1 + L2 + R2 while inputting each button combination. You'll hear a special sound effect after entering a correct code. The "Read all hints" code causes all of the applicable hints to appear in succession during the loading screen that appears before you start a race (instead of one random hint being displayed).

Unlock all venues, boards, outfits, characters-Down, Left, Up, Right, X, O, A,

Maximum attributes for all characters-X, X, X, X, X, X, X, \ Running Mode— \square , \triangle , \bigcirc , \times , \square , \triangle , \bigcirc , \times Read all hints-O, X, O, X, O, X, O, X

STAR WARS STARFIGHTER Secret Codes

At the main menu, select "Options." then select "Code Setup." Next, enter any of the following codes. Remember, in order to make use of the "Experimental N-1" code, you must first enter the "Unlock all regular missions" code. OVERSEER-Unlock all regular mis-

sions A N D R E W-Unlock two-player missions

B L U E N S F-Unlock Experimental N-1 MINIM E-Invincibility

N O H U D-Remove HUD during game DIRECTOR-Director camera mode JARJAR-Reverse flying controls

JAMEZ-View "My day at work" slideshow W O Z-View "Merry Christmas" video S I M O N-View staff image

T E A M-View more staff images LTDJGD-View secret message H E R O E S-View artwork slideshow S H I P S-View another art slideshow PLANETS-View yet another art slideshow

CREDITS-View credits

STAR WARS: SUPER BOMBAD RACING Cheat Codes

Enter any of the following codes at the main menu (the one that says "# of Players" and "Game Type"). A message wil appear to confirm each code. Some of the codes require you to press the X button at the message screen to activate the code: others will take effect immediately. To disable a code, just enter it again. Note: If you can't get one of the codes to work, press START and enter the code again.

, O, O, —Play as Boba Fett O, Q, O, Q-Race in a Trade Federation

L1, R1, L2, R2-All characters are kaadus Up, Right, Down, Left, SELECT-All characters are shaaks

L2, L2, L2, L2, O. SELECT-Backward Facing Mode

L1, R2, L1, R2, . SELECT—Infinite Boost Mode

Down, SELECT, Up, SELECT, Left, Right, SELECT-Grrl Power (Queen Amidala gets powered up)

L1, L1, L1, L1, R2, -Super Speedy Mode (all players become tiny and very fast) Up Up Down Down Left Right Left-Super Arena Mode (battle on Race tracks in Arena mode)

Up, Left, Down, Right, Left, Up, Down Super Spinning Mode (racers flip over continuously)

Left, Right, □, O, L1, L2-Slip 'N Slide Mode (racers slide around and are harder to control)

R1, R1, R1, R1, Up, Left-All Death Star Mode (all racers receive Darth Vader's special attack with every Frontal Gadget) O, O, O, O, L2, SELECT-Super Honk Mode (levitate nearby opponents by honking)

L1, R1, SELECT, O-Space Freighter arena unlocked

Language Select Enter any of the following codes at the main menu screen to change the ingame text to any of six different languages. The "Jawa" and "Battle Droid" codes will also change all of the characters' voices. As with the cheat codes above, if you can't get a code to register. just press START and try it again. SELECT, SELECT, SELECT, L1-German

SELECT, SELECT, SELECT, L2-Italian SELECT, SELECT, SELECT, R1-Spanish SELECT, SELECT, SELECT, R2—French SELECT, SELECT, SELECT, □—Jawa SELECT, SELECT, SELECT, Up-Battle Droid

SELECT, SELECT, SELECT, O-English

SUPER BUST-A-MOVE Secret Codes

Enter any of the codes below at the title screen. An icon will appear in a corner of the screen after entering each code correctly. The "Another World" code lets you play an alternate set of stages in 1F Puzzle Mode.

Another World—△, Left, Right, △ Secret Characters—△, Right, Left, △

SWING AWAY GOLF Secret Codes

Enter either of the following codes at the main menu; you'll hear a special sound after entering a code correctly. Unlock three additional golfers-L2, R2, L2, R2, Up, Right, Down, Left, L1, R1 Alternate in-game sound effects-Left □, Up, □, Down, ○, Left, □, L1, R1

THEME PARK ROLLER COASTER Unlock All Items

This code will make all the items in the park available to you, whether you've researched them or not: At any time during gameplay, press Up, Down, Up, Down, Left, Up, Down, Up, Down, Right. Repeat this sequence nine times in total. Everything Free

This code will make every item you buy cost nothing: At any time in the middle of gameplay, press Left, Down, X, O. Repeat this sequence nine times in total. 255 Golden Tickets and All Roller Coaster

Awards

This code will effectively give you an unlimited number of Gold Tickets: At any time in the middle of gameplay, press Up, Down, Left, Right, O, Right, Left, Down, Up, O. Repeat this sequence five times in total.

X SOUAD Ultimate Code

TIPS & TRICKS

At the title screen, press O, O, O, O, A, , . A graphic will appear at the top of the screen to confirm. Next, select "New Game." You'll start with all of the game's weapons and tons of items.

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007 RACING

Secret Vehicle At the title screen, press L1, R1, △, ○, × You'll hear a laughing sound effect after entering it correctly. Now you can choose the Aston Martin Vantage in Two Player mode. You must Input this sequence very quickly for the game to recognize it.

In-Game Cheat Requirements
The instructions below explain how to unlock the cheats that can be accessed within the

"Cheats" menu under the main menu, "Gimme a Brake" Mission—Knock out all 11 fire hydrants and complete the mission.

"Ambush" Mission—Complete the mission with at least 85% health intact. "Survive the Jungle" Mission—Disable all

three tanks and complete the mission. Strike" Mission-Don't enter any tents that don't contain power-ups and complete

the mission "Escape" Mission—Complete the mission with

100% score. "Break Out" Mission—Complete the mission with 100% health intact.
"River Race" Mission---Collect all Nitro and

TSP-6060 items and complete the mission "Download" Mission—Complete the mission with a perfect score.

"Submerged" Mission—Complete the mission with 100% health.

AKUI THE HEARTLESS

Debug Menu Pause the game, then hold L2 or R2 and press Left, Up. Up, A, Right, C, Left, A, Up, Down, Right, Right. This gives you access to the level select menu.

Invincibility Pause the game, then hold L2 or R2 and press Right, Right, Left, A, X, Up, O, Left.

Right, Right, Lett, A., A., Up, V., Lett.

Unlimited Voodoo Spells

After earning a Voodoo Spell, pause the game, then hold L2 or R2 and press Left, A., Left, Left, O. Left, A. Right, O. Up, Up, Down

ARMORED CORE: MASTER OF ARENA

Fix Camera's Position At any time during gameplay, press O + X + START. The game will pause. When you press START again to unpause, the camera will be fixed at its current position, Pause and unpause the game once more to return the camera to its normal behavior.

First Person Camera View At any time during gameplay, press $\triangle + \Box +$ START. The game will pause. When you press START again to unpause, the camera will move to a first person view. Pause and unpause the game once more to return the camera to its normal behavior.

ARMORED CORE: PROJECT PHANTASMA Fixed Camera

While in the middle of a mission, hold O + X and press START to pause the game. Press START again to return to the game and the camera will stay fixed in place. Pause and unpause to return the camera to normal 1st Person View

While in the middle of a mission, hold $\triangle + \Box$ and press START to pause the game. Press START again to return to the game; the camera will now give you a first person view. Pause and unpause the game to return the camera to normal.

Change Raven's Nest Background From the main menu, select "Garage", then select "Edit Emblem". While you are in this mode, hold L1 + R1 and press SELECT. The background texture will change to whatever is the current emblem.

ARMY MEN: AIR ATTACK

Unlock all Copilots-Up, Down, Up, Down, Up, Down, Up, Down Unlock bonus ending cinematic—. Down, X, Down, Right, Right, Up, Up

Mission 2—X, Down, Left, Left, □, ○, ○, Right Mission 4—Down, Down, C. Left, Right, O. X Mission 5—Right, Right, X. O. Down, Up. Down, Up Mission 7--□, O, X, □, △, Left, Up, Right

Mission 8-Right, Down, Left, Up, △, Down, Up. Down

Mission 9—O, O, Right, Up, Right, Up, X, X Mission t0—X, Down, Down, Down, Down, X, Left, Right Mission 11—△, Up, ○, Down, □, Left, X,

Mission 12—Up, Up, A. A. Left, Left, O. O. Mission 14 (2-player)-Left, Down, Left, Down C.O.C.O

Mission 15-C, Right, Left, O, O, Up, Down, C Mission 16—Down, Up, Down, Up, △, ○, △, ○

ARMY MEN: AIR ATTACK 2 Mission Select

At the main menu, select "Continue Game" then "Password." Next, enter △, X, Down, Left, Right, X, O, □ as your password. You'll now be able to select from any of the 22 mis sions in the game

ARMY MEN: SARGE'S HEROES

Unlock All Levels At the main menu, hold L1 + R1 + and pres Up, Down, Left, Right. After entering the ode correctly, you'll hear a special sound effect.

All Weapons & Infinite Ammo At any time during gameplay, press START to pause, then press \(\text{\text{\text{\text{Q}}}}, \text{\tin\text{\texi}\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\texi}\text{\text{\text{\text{\text{\t this button combination quickly, otherwise it won't work. After entering the code correctly, the words "Power Up!" will zoom out from the center of the screen.

ARMY MEN: SARGE'S HEROES 2

At any point during gameplay, press START to pause the game, then press [], O, L1, R1. Next, press START to unpause. If you entered the code correctly, the words "Invincible!" will appear on the screen All Weapons & Lots of Ammo

At any point during gameplay, press START to pause the game, then press . O, R1, L1. Next, press START to unpause. If you entered the code correctly, the words "Power Up!" will appear on the screen.

ASSAULT RIGS Access All Weapons

During the game, quickly press Left, Right, Left, Left, Right, Left, Right, Right, Up, Down, Up, Up, Down, Up, Down, Down. A message will appear on the screen that says, "Max weapons added...oh yes!" You now have a full supply of every single weapon in the game. Note: This code will not work while the game is paused; you must enter it during the action on any stage. Repeat the code w ever necessary to refill your ammo. Invincibility

Also during the game, quickly press Left, X, Left, X, Left, Left, X, Right, X, Right, X, X. A message will appear on the screen that says, "Invincible! Yes indeedy!" Now your tank cannot be harmed. Note: This code will not work while the game is paused.

ASTEROIDS Cheat Codes

Enter any of the following codes at the title screen while the words "PRESS START" are flashing:

Unlock Secret Excalibur Ship-Hold SELECT and press △, O, O, △, □, O, □

Stage Select/Invincibility—Hold SELECT and press \square , \triangle , \bigcirc , \triangle , \triangle , \square , \bigcirc (With this code in place, start the game, then hold SELECT and press START to access a secret menu that allows you to select any stage or turn the "Coloff to become invincible. Once you've picked a starting stage, press L1 to warp

Unlack "Classic Asternids" Game—Hold SE-LECT and press ○, ○, ○, △, □, □, ○ "Classic Aster gids" Codes

While playing "Classic Asteroids," press START to pause the game and enter any of the following cheat codes whenever necessary. One extra life-Up, Down, Left, Right, O, ...

99 Lives—Up, ×, Down, △, Left, □, Right, ○ Invincibility-Down, Down, Up, Up, O, C, A,

AUTO DESTRUCT Cheat Menu

At the main menu, press Up, Down, Left, Right, Down, Right, L1, R1, R1. Begin a new game and press the START button to pause. If you entered the code correctly, you should see a new option called "Cheat Menu." The remainder of the codes shown below should be entered while in the cheat menu; each option will appear upon successfully entering

the corresponding code: Extra Nitros—L1, O, Down, L1, Up, □, O, R1 Extra Money-L1, R1, Up, O. Down, C. Right,

Add One Minute to Time—Down, L1, L1, O. O, R1, Up, □, L1 invincibility—L1, L1, L1, L1, Left, O, O, C, L1
Infinite Fuel—L1, O, Left, L1, O, R1, L1, Up, R1, Down

Car Tune-Up Menu—L1, R1, L1, Up, Down, O, Down, Right, Left, ..., R1 Blood Mode-L1, Down, R1, Left, L1, Right, Angel Mode (causes angels to rise from dead pedestrians if Blood Mode is also enabled)-Up, R1, Down, L1, Up, Left, R1, Right, L1 Mission Select-Up, Down, O, L1, R1, L1, O,

Down, Up Next Mission (jump to next mission from the cheat menu)_ [] O R1 L1 O Down L1 Un All Time Trials Available—R1, L1, O, Left, O, O. Left 11.O.

Car Select After you've entered the Car Tune-Up Menu code shown above, enter this new menu and press Left, R1, Right, R1, Left, R1, Right, R1. A Car Select option will appear at the bottom of the list; this allows you to play as several alternate cars including an ambulance.

RATTIFTANY GLORAL ASSAULT Secret Codes

Enter any of the following codes from the 'Input Code" screen within the "Game Setup" menu:

All tanks on—T H R T N All weapons on—SRTHMB Level Select on—BCKDR Lots of tank bucks on-DPPCKTS Brandon gang on—S M S L G N G Cassandra gang on—N S T Y G R L

BEAST WARS TRANSFORMERS Weapon Power-Up

During the game, press START to pause When the word "Paused" appears on the screen, hold the L2 button and enter the following code quickly: Up, Down, Left, Right, △, ×, □, START. Now your character's weapo will be more powerful than the standard weapon

Stage Skip During the game, press START to pause When the word "Paused" appears on the screen, hold the L2 button and enter the following code quickly: Up. Down, Left, Right <, A, Right, Left, Down, Up, START. The words "Mission Completed" should appear on the screen and you'll be able to advance to the next one

RIADE Unlock Secret Cheats

Enter any of the following codes at the main menu. You'll hear a special sound effect upon entering a correct code. Then, in the middle of gameplay, press START to pause and select "Cheat Menu" from the pause screen. here you'll be able to toggle on and off all the cheats that you've unlocked. Unlock Infinite Weapons-Down, Right, Up,

Left, L2, L1, R2, R1 Unlock Infinite Health-Left, Left, Left, Right,

12 11 R7 R1 Unlock All Items-Right, Left, Up, Down, L2, 12 R2 R2

RI AST CHAMBER Infinite Lives

At the main menu, press [], Left, [], Right, O, Down, O. Up: you'll hear a metallic sound to confirm. Now start a game in "Solo Survivor mode; when you die, your life count will not

ROMBERMAN WORLD Secret Passwords

Choose "Game Mode" at the main menu. then select "Normal Game" and access the "Password" option. Now you can enter any of the following codes to unlock special fea-

3 6 3 6—Unlocks two extra stages in Battle Game mode 1 6 2 2—With this code in place, enter a Bat

tle Game and choose Stage 1 (Standard) to play with all of the blocks removed 6 B 3 3-With this code in place, enter a Bat

tle Game and choose Stage 1 (Standard) to start with all of the characters in the middle of the screen instead of at the outside edges

BUGS BUNNY: LOST IN TIME lock All Stages

At the "Era Selector," point Bugs to an Era that is currently inaccessible. Hold L2 + R1 and press X, C, R2, L1, O, X, C, C, C. You'll then be able to enter any stage.

BUSTER BROS. COLLECTION Super Buster Bros. Stage Select

Choose Super Buster B. from the main menu and select "Game Start," When the "Select Mode" screen appears, choose the number of players; then, at the next menu, highlight "Tour Mode," hold **Down** on the D-pad and press X. A stage-select menu will appear. Buster Buddies Stage Select

As above, choose B. Buddies from the main

menu and select "Game Start." When the title screen appears, choose the number of players; then, at the "Select Game" menu, highlight "Normal," hold Down on the D-pad and p X. A stage-select menu will appear after the player-select menu.

Ruster Ruddies Roous Stanes

Choose B. Buddies and select "Game Start," When the title screen appears, choose the number of players, then quickly hold X on Controller 2 before the "Select Game" menu appears. When it does, highlight "Normal" and press X on Controller 1. After choosing your character(s), you'll access a top secret se ies of bonus stages

Cheat Code

Each of the following codes can be entered at the title screen while the words "Press Start" are flashing:

Unlock all characters except Syn and Kron R2 R2 O Unlock Kron-L2, L2, Up, Up, Up, Left, Down, Up, O, L1

" New costume for Orion—R2, Down, Down, O, 🗆, 🗆, R2 . New costume for Nephra-C. L1. O. Un. A. Left. A

 New costume for Juni—Down, □, Down, L2, Down, Down, Down New costume for Syn-O, O, O, L1, R1, O.

Left Infinite Magic—Right, Right, Right, Left, △

Left, Left, Allow dismemberment in any round—Up, Up. Right, Right, Left, O, O, Down

See characters' ending sequences instead of opening sequences-△, Right, △, Right, △, △. R2. R1. L1. L2. △. △

Unlock All Stages

Choose "Adventure" from the main menu. When the stage select screen appears, press R1, R1, R2, R1; now you can choose any stage.

Start a game in Adventure mode, then press START to pause. At the pause screen, press L1, L1, L2, L1; you'll hear a signal to confirm. Now you can increase the number of lives you have in reserve at any time by pressing Right on the D-pad at the "Paused" screen.

CHAMPIONSHIP BASS

Level 8-QSP % n @ j h f n W v Level 9—QSP%n@jhfkms Level 10-C E d W 1 z x v t S H k

FEATURING RICKY CARMICHAEL

From the main menu, select "Championship," then press X twice to reach the "Name Entry" screen. Enter any of the passwords below at this screen. Note the spaces between words. Unlock all classes—ALL EVENTS Unlock all tracks in Single Race mode-DIRT

TRACKS Big head-GROSSE TETE

Unlock Fox Movie in "Extras" screen—LIVE ACTION

CIRCUIT BREAKERS Unlock All Tracks

Unlock AN Tracks

At any point in the middle of a race, press

START to pause the game and select "Options." Then select "Sound" and move the cursor to "FX Volume." Next, press 11 + L2 si multaneously. Now when you quit the race and return to the track selection screen, you'll be able to play any track in the game. Backwards Tracks

At the track selection screen, press L2 + R2 + X + Down simultaneously. A U-turn arrow will flash on the screen and you'll be able to race any track backwards

COLIN MCRAF RALLY Cheat Codes

From the main menu, select "Championship, "Rally," or "Time Trial." Then select your drive train and car and select "Continue." When the "Enter Your Name" screen appears, input any of the codes below as your name. You'll hear a voice say "Cheat code enabled" upon entering a correct code. The Jelly car code does not work in Championship mode Race at night—NIGHTRIDER Race in fog-PEASOUPER 60 fps mode-SILKYSMOOTH

Fast acreseration RILTTONRASH

Double engine power-MOREOOMPH

COLIN MCRAE RALLY 2.0

Choose any game mode at the main menu then select "Create New Driver Profile" at the Driver Select screen, Next, input any three letters at the Tag Entry screen. Finally, at the Name Entry screen that follows, enter any of the following codes. After entering a correct code, you'll return to the Driver Select screen

automatically. hellocleveland—Unlock all tracks onecarefulowner—Unlock all cars

hello razu and flea-Main menu displays the outline of a cat

The following codes are entered in the same way as the previous ones; however, after en tering at least one of them, a new "Cheats" menu will appear under the "Options" menu where you can toggle each effect on or off, greatballsof—Fireball

moonlander—Reduced gravity rorrimskeart-Mirror tracks neuralnightmare—Aggressive cars rubbertrees—Bouncy collisions rocketfuel—Turbo boost easyroller—Monster truck

nruneiuice-Faster cars COMMAND & CONOUER

Enter "GODZILLA" at the password screen and begin the game. The characters will all speak in Japan

Power-Up Codes At any time during the game, press START to pause, then enter one of the following codes. When you press START again to unpause, yo will have access to the feature you requested

Ion Cannon-Right, Down, Left, Left, Down, Right, Right, Down, Left, X, A Air Strike—Right, Down, Left, Left, Down, Right, Right, Down, Left, X, II, O

Extra \$5,000-Right, Down, Down, Left, L1, Left, Right, Down, Left Reveal Entire Map—O, O, O, Up, O, □, R1, O,

Access Covert Operations

Choose "Enter Password" from the main menu and input the password "COVERTOPS". When you return to the main menu, you'll find a new option called "Covert Operat The Covert Operations missions are different depending on which disc you have in the PlayStation when you enter this code, so remember to try them both.

COURIER CRISIS Secret Characters

Choose the memory card icon from the main menu, then select "Load" and access the "Password" option. Enter the password "SAV-AGEAPES" to play as a big monkey or "XFIFTYONEX" to play as an alien.

CRASH BANDICOOT

Enter the following special password to ga access to any stage with all gems and keys collected

ΔΔΔΑΧΠΔΔ ΔΔΟΧΔΟΔΔ

CORTEX STRIKES BACK

See the little polar hear in front of the door that leads to the "Bear It" stage in the seco warp room? If you body-slam the critter five times in a row, you'll get ten extra lives.

Secret Levels To access Level 26: Totally Bear, ride the bear cub in Level 15: Un-Bearable until you get thrown off at the end of the stage. Do a long jump to go back across the chasm and return to the cub to warp to the first secret level. To access Level 27: Totally Fly, fall Into the pool of water in the latter half of Level 16 Hangin' Out, then walk backwards instead of advancing past the checkpoint box, You'll fall into another hole that leads to a "hanging"

area with flying spikey creatures. While Crash is hanging, use the O or R1 button to lift his legs up and allow the spiked guys to pass below him; take it slow, advancing only one 'step" for each enemy "lap," If you get through, you'll be warped to the second secret level

Bring Back Bosses If you've already defeated a boss but you nt to fight him again just for fun, hold the A button when using the platform to move between the different floors of the ward

CRASH BANDICOOT: WARPED

Secret Stages In Level 14: Road Crash, watch for a road sign on the left side of the road that displays an alien head symbol instead of a directional arrow. If you smash into this sign, you'll warp to Level 31: Hot Coco.

In Level 11: Dino Might, take the yellow gem platform to the alternate path; you'll eventu ally enter an area that looks similar to the dinosaur chase scene—where you're running yard the "camera"-except there will be no dinosaur chasing you. You'll encounter a series of pterodactyl creatures who fly up into the air as you pass. If you jump into the clutches of the second pterodactyl, it will carry you to the top-secret Level 32: Eggipus

CRASH TEAM RACING

Enter any of the following codes at the main menu. You'll hear a special sound effect after entering a correct code. Remember, these codes only affect game modes other than

Unlock Penta Penguin-Hold L1 + R1 and press Down, Right, △, Down, Left, △, Up Unlock Ripper Roo—Hold L1 + R1 and press Right, O, O, Down, Up, Down, Right Unlock Dr. N. Tropy-Hold L1 + R1 and press Down, Left, Right, Up, Down, Right, Right Unlock Papu Papu—Hold L1 + R1 and press Left, △, Right, Down, Right, O, Left, Left,

Unlock Komodo Joe—Hold L1 + R1 and press Down, O, Left, Left, A, Right, Dov Unlock Pinstripe—Hold L1 + R1 and press Left, Right, △, Down, Right, Down

Unlock Turbo Track, The North Bowl, Lab Basement, Parking Lot—Hold L1 + R1 and oress Right, Right, Left, A, Right, Down, . Down Super Turbo Pads-Hold L1 + R1 and press A

Right, Right, O. Left —Hold L1 + R1 and press △,

Right, Down, Right, Up, △, Left Infinite Wumpa Fruit—Hold L1 + R1 and press Down, Right, Right, Down, Down Infinite Masks—Hold L1 + R1 and press Left, △, Right, Left, ○, Right, Down, Down Invisibility—Hold L1 + R1 and press Up, Up,

Down, Right, Right, Up Unlock Scrapbook—Hold L1 + R1 and press Up, Up, Down, Right, Right, Left, Right, △,

CRITICAL DEPTH

Cheat Codes These codes should be entered quickly during gameplay:

Invincibility-L1, R1, L1, R1, Up, Down, Left, Right nfinite Weapons-L1, R1, L1, R1, Up, Down, Left, Down

At the title screen, hold I1 and press A Left Left, Right, □, Up, Up, Left, O. You'll hear a chime and the words "Cheat Menu Active" will appear at the top of the screen. Now you can access the cheat menu during a game by pressing L2 + R2 simultaneously. Infinite Crystals

At the title screen, hold L1 and press . O. Down, Left, Right, Left, Right. You'll hear a sound effect to confirm the code. With this code in place, hold R2 at any time during the game and press

to add 100 crystals to your total, up to 9,999.

To reach the Passcode screen, press O at the "Courses" screen Unlock Cyber Badlands—H A R E S O Unlock Cyber Canyons-N A M O P I Unlock Cyber Sawgrass—S E C A R E Unlock Cyber Summerlin—P O R A S O

Unlock all courses—P O Q A K I

DARKSTALKERS 3 Play as Soul Stealer

In Arcade mode, highlight the "?" box at the character-select screen, press the SELECT but-ton five times, then press any button. The computer will choose a character for you at random and you will see a giant shadow creature inhabit that character's body. If you win the fight, the shadow will steal the soul of your opponent and you will fight as that character in the next battle.

Play as Soul Stealer 2 In Arcade mode, highlight the "?" box at the character-select screen, press the SELECT button seven times, then press any button. If you're playing against the computer, a random fighter will be chosen for you before each battle and you will see a mysterious fe male character inhabit that fighter's body; also, you will always fight against the sam character as the one you are controlling. If you're competing with another player, you will always fight as the same character that

your opponent chooses Play as Night Warriors Talbain

At the character-select screen, highlight Tal-bain, hold the SELECT button and press all three Punch or all three Kick buttons simulta neously

Play as Shin Bishamon

At the character-select screen, highlight Bishamon, hold the SELECT button and press any hutton

DAVE MIRRA FREESTYLE BMX Unlock Slim Jim

At the main menu, select "PROQUEST," Next, at the "Select Rider" screen, press Down, Down, Left, Right, Up, Up, O. You'll hear a special sound effect after entering the code correctly. Slim Jim will appear between Joey Garcia and Dave Mirra Unlock All Bikes

At the main menu, select "PROQUEST," then select any rider at the following screen. Next. when the bike selection screen appears, pre Up, Left, Up, Down, Up, Right, Left, Right, O. You'll hear a special sound effect after enter ing the code correctly. Unlock All Styles and all Levels

At the main menu, select "PROQUEST," then select any rider and then any bike at the following screens. Next, when the style selection screen appears, press Left, Up, Right, Down Left, Down, Right, Up, Left, O. In order to un lock all levels, you must input this same code when the level selection screen appears. In both cases, you'll hear a special sound effect after entering the code correctly.

DIE HARD TRILOGY 2: VIVA LAS VEGAS

At any time during gameplay in one of the "third person" levels, press START to pause the game, then enter any of the codes below. The words "Cheat Enabled" will briefly appear in the top left corner of the screen after entering a correct code and the effect will take place immediately. You may enter any code a second time to disable it.

Skeleton mode—O, □, △, △, □, ○ Pop top mode—□, □, O, O, R1, R1 Big head mode—R1, R1, L1, L1, △, △ Electric mode—□, □, L1, L1, R1, R1 Invinability—△, △, O, O, L1, L2 All weapons—L1, L1, R1, R1, O, O Infinite ammo—Q, Q, O, O, L1, L1 Disable laser sight—L1, L1, △, △, L1, L1 Slow rockets--- L1. R1. R1. L1. A. Gun Mode Cheats

At any time during gameplay in a Gun level, press START to pause the game, then ente any of the codes below. The words "Cheat En abled" will briefly appear in the top left cor ner of the screen after entering a correct code, and the effect will take place immediately. You may enter any code a second time

to disable it Invincibility-A, A, O, O, L1, L2 Invincibility—2, ∆, C, O, L1, L2
All weapons—L1, L1, R1, R1, O, O
Infinite ammo—□,□, O, O, L1, L1
Auto reload—□,□, △, △, O, O
Slow motion—△, L1, △, L1, △, L1 Slow rockets-L1, R1, R1, L1, △, □

Driving Mode Cheats At any time during gameplay in a Driving level, press START to pause the game, then enter any of the codes below. The words "Cheat Enabled" will briefly appear in the top left corner of the screen after entering a correct code, and the effect will take place imediately. You may enter any code a second time to disable it.

Invincibility—A, A, O, O, Lt, L2 Infinite Nitro—L1, L1, R1, R1, O, O

Infinite time—L1, R1, □, □, R1, L1 Rain mode---- L. L.1, L1, A. C. Invisible car body-L1, R1, R1, L1, L1, R1 Dahua Menu

At the main menu, press L1, L1, O, O, C, C. The Debug Menu will appear on the screen. Use it to select any level or watch any movie in the game.

Cheat Codes

Enter these codes at the title screen. You'll hear a sound effect as you successfully enter each code. Once entered, the cheats can be accessed via the Cheat menu from the title

 Credits (Watch the ending credits)—L1, L2, R1, R2, L1, R1, R2, L2, R1, R2, L1, L2, R1 vincibility-L2, L2, R2, R2, L2, R2, L2, L1, R2, R1, L2, L1, L1

R1, R1, R1, R1, L2, L2, R1, R1, L1, L1, R2 Rear Wheel (Car has rear wheel drive)-R1, R1, R1, R2, L2, R1, R2, L2, L1, R2, R1, L2, L1 Minis (Cars appear much smaller)-R1, R2, R1, R2, L1, L2, R1, R2, L1, R1, L2, L2, L2 Stilts (Extremely long suspension)—R2. L2. R1, R2, L2, L1, R2, R2, L2, L2, L1, R2, R1

· Antipodean (Screen appears unsidedown)-R2, R2, R1, L2, L1, R2, L2, L1, R2, R2, 12 R2 11

Reveal Entire Map

During gameplay, move the cursor to your team icons and press X at each icon in this order: □, O, X, △, △, □. If you enter the code correctly, the words "CHEATERI" will appear on the screen.

Cheat Code

From the main menu, select "Options," then select "Credits." Enter any of the codes below while the credits are rolling. You'll hear a special sound effect and the screen will flash red after entering a correct code. One-Hit Kills—L1, A, Up, Down, O, O, A, A Down, R1

Expert Mode— Down, Down, Down, A, Down, Down, Down, □, Left, Right Instant Puzzle Solutions—L1, △, Up, Down, O, O, Down, Down, Down, Up Infinite Health-L1, A. Up. Down, O. O. A.

3, Right, 🗆 Max. Ammo-L1, A. Up. Down, O. O. A. D.

FEAR EFFECT 2: RETRO HELIX

Secret Code At the title screen-while the words "Press

START Button® are flashing-enter one of the following codes to unlock the "Art Gallery" item from within the "Extras" item under the "Ontions" menu. There is a different art gallery on each disc, and you must enter only the code that corresponds to the disc you're playing on. The screen will flash a solid color after entering a correct code. Disc 1-Left, Right, Up, Down, Down, O.

Disc 2—Up, Up, R1, R1, R1, □ Disc 3—L1, R2, L1, R2, L1, □

THE BETH FLEMENT Cheat Menu

At the main menu-the one that says "New Game, Load Game, Options," etc.-press L1, L2, R2, R1, SELECT; you'll hear a signal to confirm. Now highlight "New Game" and press X; a top-secret cheat menu will appear allowing you to start at any stage, access all weapons, view all of the movie sequences and much more

FIGHTING FORCE

At the main menu-the one that says "1 (or Player Game" and "Options"—press and continue to hold Left + L1 + R2 + □. After a few seconds, the words "Cheat Mode" will appear on the screen. Now access the Options menu; you'll find stage-select and in vulnerability options at the top of the screen

FIGHTING FORCE 2

Cheat Mode

Hold L1 + L2 + R1 + △ + Left and press X at the title screen when "Press Start" appears. You'll be immediately be taken to the main menu. When you select "Start Game," a stage-select menu will appear, Choose any level and you'll find that you're partially in-vincible and have infinite ammo for any weapon you pick up.

PISHERMAN'S BATT

At the title screen, press Up. Up. Down. Down, L1, R1, L1, R1, X, O, START. Next, select "Options," then press SELECT. The Total Count List screen will appear.

FORSAKEN

Secret Cheat Menu

At the main menu, highlight "Options" and press Left, Right, Left, Right, Next, press X to access the Global Options menu; you'll find a new item called "Cheat Options" at the bottom. At the Cheat Options menu you can grant yourself all weapons, become invincible, stop your enemies from firing and even skip to any stage.

tage Select During gameplay, press START to pause, then press Right, 🗆, 🛆, 🗖, R1, L1, R1, L1, O. When you return to the "Select Level" screen, all of the stages will be unlocked. Infinite Lives

During gameplay, press START to pause, then press Right, □, △, □, △, X.

Cheat Codes

While in the game, press START and enter the map screen. Press SELECT to access the op tions menu, highlight the "Volume Sound FX" option and enter any of the following codes. You must select "Quit" after you enter these codes; the game will not quit if the codes are

entered correctly:
Reload Shield——, SELECT, O, X Complete current mission—□, O, □, O, X, SE-

LECT, X, SELECT Invincibility-O, O, SELECT, SELECT, O, SE-LECT. X,

Super Jump-O, O, O, O, □, x, SELECT, □, x, Maximum Shield-X, X, SELECT, O. O.

SELECT, C, C, SELECT

Infinite Shields

At the "Mission Brief" screen, hold Lt + R2 + and press Left on the D-pad.

At the weapon select screen, hold Rt + L2 + O and press Left on the D-pad.

G POLICE: WEAPONS OF JUSTICE

Passwords Mission 31—PLINTH Unlock Everything in Database--- UTOPIA

GEKIDO: URBAN FIGHTERS

To enter these codes, you must first get a high score (with the default high scores, your score must be over 1,000 points). Enter the following codes as your name at the high score name entry screen after your game is over to get the corresponding effect. All unlocked cheats will appear in the "Options" menu and must be toggled on for them to work Unlock Deformed mode-DEFORMANIA Unlock Skeleton mode—B O N E C R A C K

Invincibility

During the game, press START to pause, then hold the L2 button and press Left, Right, △, Down, Right, Left.

During the game, press START to pause, then hold the L2 button and press Up, Up, Down, Right A Down

Stage Select During the game, press START to pause, then hold the L2 button and press Right, Right, Left, Right, A. Down, Right. When you un-pause, press SELECT to call up a stage select menu. Highlight the top option ("Level Select Menu t," "2" or "3") and press Left or X to

cycle between three different menus.

GHOST IN THE SHELL Stage Select

Infinite Lives

At the main menu, press R2, R1, , , Up, Down, ... R2, R2; you'll hear a sound to confirm the code. Now choose "Mission Start"; a stage-select menu will appear. With this code in place, you can also view all of the game's movie sequences by choosing "Movie Replay" at the Options menu.

Easter Island Heads When the words "Press Start" appear on the title screen, quickly press Up, Up, Down, Down, Left, Right, Left, Right, □, ○. You'll

hear the crowd cheer to confirm the code. When the game starts, you'll see that all of the players on your team have giant Easter Is-land heads of stone. Note: If both Player 1 and Player 2 enter the code at the title screen, then both teams will get the funky heads.

GRAND THEFT AUTO 2 Secret Codes

From the main menu, select "Play," then press X again to change your name to any of the codes below. You'll get no special confirmation after entering a correct code.

BIGSCORE-Start with \$1,000,000 N A V A R O N E-Start with all weapons and

H I G H F i V E-Start with x5 Multiplier LOSEFED 5-No Police W U G G L E S-Display Coordinates ITS ALLUP—Area Select LIVELONG-Start with unlimited health D E S I R E S-Start with maximum Wanted

Unlack All Tricks

At any time during gameplay, press START to pause, then press Down, Left, Up, Right, Down, Left, Up, Right. If you input the code tly you'll see the words "All Tricks Enabled" appear on the screen.

GUILTY GEAR Extra Difficulty Level

At the PlayStation logo screen, hold + R2 + L1 + Down while the game is loading. You'll hear a loud crash at the "Now Loading... screen to confirm the code; now the computer controlled fighters will be much more effective in one-player mode. Secret Characters: Testament and Justice

To access the Guilty Gear bosses, you must beat the game with any character. You may continue as many times as you like. Unfortu nately, Testament and Justice are selectable only in the Versus and Training modes Secret Character: Baiken

To fight against Baiken, you must beat the game using Sol or Ky without continuing. You may lose single rounds, but you cannot lose a match. Once you've defeated her, she will be selectable in the Versus and Training modes.

Enter any of the names below at the "Please Name Your Team" screen after you start a new game. Note the spaces in the words below. For the "View FMV sequences" code, the FMV will appear after you select "Start Mission. View FMV sequences—PRYING PIGS

Play as Team Lard—MARDY PIGS

HOT SHOTS GOLF 2 Unlock Everything

From the main menu select "New Game Then, at the following screen, enter "ZGSH" as your name. You'll find all of the courses and characters unlocked!

HOT WHEELS TURBO RACING

Each of the following codes can be entered at the main menu to get the corresponding of fect before each race; you'll hear a signal to confirm each code. Note that you can only have ONE of these codes active at any time: Unlimited Turbos—R2, L1, □, △, R1, L2, L1, R2 Small cars—□, R2, L2, △, △, L2, R2, □ Large tires—□, △, □, △, R1, R1, L2, L2 graphic textures on cars-L1, R1, L2, R2,

L1. R1. L2. R2 rnate sound effects + announcer-R2, R1, L2. R2. □. △. Lt. R1

Passwords
Highlight "Sign In" at the main menu and press Left or Right twice to access the Pass word option. Enter any of the following pass-words to unlock different features:

PWDTST ... Unlock all secret courses and sa nicles except "Tow Jam" TWJM-Unlock "Tow Jam" vehicle

INCREDIBLE CRISIS Two-Player Fun

At any point during gameplay, pressing vari-ous buttons on Controller 2 will affect the game in the following ways: Hold Right or Left—Skinny player Hold Up or Down—Big head player Press X—Whistle sound effect Press □—"Boo" sound effect Press △-Bicycle horn sound effect Press O-Drum hit sound effect

INTELLIGENT QUBE Practice Stages

Choose "Rules" from the main menu, high light any of the training scenarios, hold L1 + R1 and press X. Instead of watching a noninteractive demo, you can now control the ac-tion in these demo scenarios. Use this trick with the "Demo" options to practice the 5th and Final Stages.

HARITATING STICK

To start with seven lives instead of the usual three, enter the following code: At the mode select screen, highlight "tP Play" and press Right on the D-pad four times. Highlight "Tournament" and press Right on the D-pad once, Highlight "Course Edit" and press Left on the D-pad twice. Highlight "Option" and press Left on the D-pad six times. Now highight "1P Play" and press X. You'll hear the crowd cheer to confirm the code

JACKIE CHAN STUNTMASTER Unlock All Levels

At the main title screen-while the words "PRESS START button" are flashing—press L2. □, △, O, ×, R2, R2; you'll hear a gong to confirm the code. Now all of the stages are unlocked except the Shaolin Temple. All Dragons Collected

At the main title screen-"PRESS START button" are flashing-press L1, R2, L2, R2, C, X, X; you'll hear a gong to confirm the code. Now all of the levels—includ-ing the secret Shaolin Temple—are unlocked and Jackie appears in his Drunken Master costume.

Secret Video

At the main title screen-while the words "PRESS START button" are flashing—press Left, Right, R1, O, □, △, △; the words "Bonus Movie PRESS X" will appear, Press X to watch the behind-the scenes movie that you ordinarily don't get to see unless you beat the Shaolin Temple stage.

JUMPING FLASH Stage Select

At the Jumping Flash title screen, press Up, Up, Down, Down, X, X, Left, Right, Left, Right, X, A, X, A. The color of the text box will change from blue to reddish if you've en tered the code properly. Now start the game: when the World Map appears, press Right repeatedly to skip to different stages.

KNOCKOUT KINGS 7001

Secret Codes Select the Career mode and enter any of the following cheat codes as your boxer's name to unlock secret characters or enable cheats: KNUCKS-Unlock Ashy Knucks S A N D E R S-Unlock Barry Sanders G L A M R I-Unlock Jason Giambi S E A U-Unlock Junior Seau NOLAN-Unlock Owen Noian FRANCIS-Unlock Steve Francis B A B Y-Unlock Baby B U L L D O G—Unlock Bulldog CLOWN-Unlock Clown E Y E—Unfock Cyclops G O R E-Unlock Gorilla 100 %-Max out hover state THROB—Throbbing boxer INVINCIBLE Invincible hove

DOUBLEDAMAGE—Double damage against opponents B A W—Black and white mode S E P I A-Sepia Tone mode N A L U-Picture of a baby appears in the corner of the screen during mat

RESETPASS....Disables all cheats

LEGACY OF KAIN SOLE REAVER At any time during the game, press START to pause, then enter any of the following codes

for different effects. You'll hear a special sound effect to confirm each code; codes will take effect as soon as you unpause the game. Restore Health-Hold L1, press Down, O, Up, Left, Up, Left Lose Health-Hold L1, press Left, O, Up, Up,

Down Max Health-Hold L1, press Right, O, Down, Up. Down, Up Restore Magic—Hold L1, press Right, Right,

Left, A. Right, Down Max Magic—Hold L1, press △, Right, Down, Right Up. A. Left All Abilities—Hold L1, press Up, Up, Down, Right, Right, Left, O, Right, Left, Down Reaver-Hold L1, press △, Right, Down, O. Un

Aerial Reaver—Hold L1, press X, Right, Up, Up. △. Left. Left. Right. Up.

Kain Reaver-Hold L1, press X, O, Right, △, Left, Left, Right, Up Force Glyph—Hold Lt, press Down, Left, △,

Down Hn Stone Glyph—Hold L1, press Down, O, Up, Left, Down, Right, Right Sound Glyph—Hold L1, press Right, Right,

Down, O, Up, Up, Down Water Glyph-Hold L1, press Down, O. Up. Down, Right

Fire Glyph-Hold L1, press Up, Up, Right, Up, △, L2, Right Sunlight Glyph—Hold L1, press Left, O, Left,

Right, Right, Up. Up. Left LOONEY TUNES RACING

IFCT

Unlock Characters & Courses Enter any of the following codes at the main menu to unlock the corresponding character or course

Foghorn Leghorn-Right, Right, L2, C, C, SE-Pepe Le Pew-Left, Right, R1, O, □, SELECT

Yosemite Sam--Left, Right, R2, □, O, SELECT Sylvester—Left, Left, L1, △, L1, R1, SELECT Rocky— △, Left, R2, O, O, SELECT Granny—O, △, △, L1, R1, SELECT Gossamer—△, O, R2, R1, □, SELECT Duck Dodgers—L1, □, □, △, O, SELECT Evil Scientist—□, O, L2, R2, △, SELECT EVI 3GENES.—L, C, LZ, RZ, A, SELECT Smokey The Genie—□, L1, R1, Δ, □, SELECT Hector—Δ, L2, L1, Δ, □, SELECT Planet Y—Right, Left, Δ, L2, L1, SELECT Wackyland—L1, O, □, R2, Δ, SELECT

LUNAR: SILVER STAR STORY COMPLETE

Put the "Making of Lunar" CD in your PlayStation and turn it on. As soon as the video begins to play, press Up, Down, Left, Right, A, START. You'll access a secret minisimilar to Atari's Warlords-for up to eight players.

MARVEL SUPER HEROES Alternate Colors

To choose the alternate Player 2 color for your character instead of the normal color, make sure the "shortcut" option is turned "off" at the option menu, then enter one of the folwing codes at the character select screen. . For the Hulk, Wolverine, Spider-Man, Magneto or Juggernaut, highlight the character, hold Up on the D-pad for three seconds and press an action button before releasing Up. For Iron Man, Psylocke, Captain A Shuma Gorath or Blackheart, highlight the character, hold Down on the D-pad for seconds and press an action button before re-Bass Codes To play as Dr. Doom or Thanos, you must first

beat the game in one-player mode at any dif-ficulty setting. Once you've done this, use the following codes at the character select screen with the "shortcut" option turned "off": Dr. Doom—Press Down, Down, then press and continue to hold X, then O, then Rt (you should still be holding X and O when you

press R1) Thanos-Press Up, Up, then press and con tinue to hold L1, then \triangle , then \square (you should still be holding Lt and \triangle when you press \square) To choose the alternate Player 2 color for Dr. Doom or Thanos, use the following codes at the character select screen:

Dr. Doom-Press Down, Down and continue to hold Down on the second press; wait three seconds, then press and continue to hold X, then O, then R1 (you should still be holding Down $+ \times + \bigcirc$ when you press R1)

Thanos-Press Up, Up and continue to hold Up on the second press; wait three seconds, then press and continue to hold L1, then A. then □ (you should still be holding Up + L1

△ when you press □)

Once you've successfully entered the codes to play as each boss at least once, both boss characters will then appear at the "shortcut" version of the character select menu. Note that the above codes are shown as if you're using the default control configuration. If you've changed the controls, you'll have to adjust the codes so you're pressing the Punch and Kick buttons in the proper order.

MARVEL SUPER HEROES VS. STREET FIGHTER

At the character-select screen, follow the instructions below to select alternate versions of certain characters: · Armored Spider-Man-Highlight Spider-

Man, hold SELECT and press any action but-U.S. Agent—Highlight M. Bison, hold SE-

LECT and press any action button

- · Shadow-Highlight Dhalsim, hold SELECT
- and press any action button
 Mephisto—Highlight Omega Red, hold SE-
- LECT and press any action button
 Mecha-Zangief—Highlight Blackheart, hold SELECT and press any action button

 • Dark Sakura—Highlight the Hulk, hold SE-
- LECT and press any action button Gray Hulk—Select Dark Sakura as described
- e, then choose the Hulk as her partner EX Option Menu

From the main menu, select "Option," Next, press R1, O, Left, \triangle , \triangle very quickly. If you do it fast enough, the EX Option screen will appear, allowing you to further modify the gameplay.

MARVEL VS. CAPCOM

At the main menu, move the cursor to "Op " then hold down SELECT and press START. The hidden EX Option menu will ap pear

MEDAL OF HONOR

Enter these codes at the "Password" screen under the "Options" menu. The lights on the machine will flash green after entering a cor rect code

4x Firing Rate—I C O S 1 D O D E C Reflecting Shots-G O B L U E Unlimited Ammo-BADCOPSHOW

MEDAL OF HONOR: UNDERGROUND

Secret Passwords At the main menu, select "Options," then select "Passwords." At the following screen enter any of the passwords below to obtain

onding result RICOCHET—Bouncing Bullets . ATIREUSE—Podoski Mode BALLESVITE-4x Firing Rate PUISSAN CE-Invulnerability Mode

A U T O D I N G U O-Wacky Taxi Mode Unlock Everything First, enter E N T R E 2 V O U S as a password.

Now you may enter any of the following pass PORTECLEFS—Unlack everything except

anzerknacker Unleashed! L E M O N S T R E-Unlock Panzerknacket Unleashed

MEDIEVII II Cheat Mode

At any time during gameplay, press START to pause, then hold L2 and press A, O, A, O, △, Left, O, Up, Down, Right, O, Left, Left, △, Right, O, Left, Left. If you entered the codcorrectly, a new item called "Cheats" will appear in the pause menu.

MEGA MAN XS Start With Ultimate Armo

At the main menu, select "Game Start." At the player select screen, move the cursor to Mega Man X, then press Up twice, then Down nine times. To play as Zero, move the cursor to him and instead press Down twice, then Up nine times. You'll hear a special sound effect after entering either code correctly When you begin the game, the player you chose will be wearing the Ultimate Armor.

MORTAL KOMBAT 3

During the opening demo-anytime after the copyright screen appears—rotate the D-pad 360° clockwise until the "Ultimate Kombat Kode" prompt appears. Enter the code Dragon-MK-Dragon-Goro-Skull-Goro by press ing R1 once, △ six times, × six times = nine times. You'll hear Shap Kahn say, "Out-standing!" and a message will appear to confirm the code. Now the hidden robo-ninis Smoke is a selectable character in the one- or two-player modes. Secret Cheat Mode

During the opening demo, quickly press X, O. A. R1, R2, R2, R1, R1. You'll hear Shao Kahn say, "You will never win." Now press START; when the stone block appears with the word "KOMBAT" in red, press Up to access a secret cheat menu.

Turn "Free Play" on for infinite credits in the one-player mode. Turn "Smoke" on to actiim as a playable character without using the Ultimate Kombat Kode. Turn "Fatal ity Time" off to give yourself infinite time to perform fatalities. Turn "Level Select" on and you'll be able to choose any stage-including the Hidden Portal-from a menu at the bot tom of the character-select screen after you choose your fighter. With "One Round Match" on, fights will last just one round, and with "One Hit Death" on, the first player to strike will automatically win the round.

If you're having trouble remembering this code, here's a simpler version: During the opening demo, press X, L1, L2. You'll hear a whooshing sound. Now you can access a shorter version of the cheat menu without the "One Round Match" or "One Hit Match"

MORTAL KOMBAT 4

Start a game in two-player mode: when the screen appears, enter the Kombat Kode "3. Skull, 2, 2, 1, 3" as follows:

 Player 1: Press Low Punch three times and Low Kick twice . Player 2: Press Low Punch twice. Block once

and Low Kick three times

After the match starts, press START to pause and choose "Exit" to return to the main menu. Next, select "Options", highlight "Vs. Screen Enabled" and hold Run + Block. After a few seconds you'll hear a laugh; continue to hold the buttons down until the "Cheats" ears. Turn the "Endings" option or and you'll be able to see your character's ending sequence after winning just one match in one player mode: the other three options allow you to perform fatalities with just one hidton proce Secret Characters

To play as Goro or Noob Saibot, you must first enter the "Secret Cheat Menu" code shown above. Once that code is in place, start is game and follow these instructions at the character-select screen:

1) Highlight the "Hidden" box at the bottom of the screen, press Block and continue to hold it down

2) To play as Goro, move the Invisible cursor up to Shinnok (you'll have to listen to hear the cursor moving around so you'll kno where it is), press Run and continue to hold it

To play as Noob Salbot, move the invisible cursor to Reiko, press Run and continue to hold it down. 3) Continue to hold Black + Run until the

MORTAL KOMBAT TRILOGY

fight starts

Stage Select At the character-select screen, highlight Sonya, hold Up and press START; you'll hear a signal to confirm. Now choose your fighter; before the match begins, a menu will appear that allows you to choose which arena you want to start in

Secret Character At the character-select screen, choose one of the male ninja characters (Scorpion, Repti Rain, Ermac, etc.). Before the fight starts, hold Run + Block + High Punch + High Kick and point the D-pad Away from your opponent. Hold all of these buttons down until the fight begins; your character will explode and change into a secret character called Chameleon, a semi-transparent ninja who randomly morphs into other ninja characters.

Secret Cheat Menu Choose "Options" from the main menu, the highlight "Game Configure" and hold L1 + L2 + R1 + R2 + Up. After a few seconds, you'l hear a confirmation sound and the screen will shake. Now you can access the previously un available "?" menu at the Options screen Here you can activate several coof options, in cluding "Instant Aggressor," "Normal Boss Damage," "Low Damage" and "Health Recov ery.". Best of all, if you turn on the "1 Button Fatalities" option, you can perform finishing moves with ease as follows:

· Fatality 1-Press △ when "Finish Him/Her

* Fatality 2-- Press O when *Finish Him/Hei appears . Animality-Press L2 when "Finish Him/Hei

Friendship—Press R1 when "Finish Him/Her

Brutality—Press □ when "Finish Him/Her"

MOTOR TOON GRAND PRIX

Secret Saves (Note: This code regulres a memory card.) Choose "Replay Theater" from the main menu, highlight "Replay Video," hold the R1 button and press X or O. Instead of loading videos from the memory card, you'll see 20 "Team SCEI" videos of amazing races by the game's creators. Watch these videos to learn ow to become a better racer; press X or O during each video to switch to the standard Secret Ghosts

(Note: This code requires a memory card.) At the Time Attack menu, highlight "Load Gho from Video. " hold the R1 hutton and press X or O. Instead of loading a saved ghost from your memory card, you can choose to race with a ghost from one of the "Team SCEI" videos made by the game's creators Extra Options

At the main menu, highlight "Options", hold L1 + L2 + R1 + R2 and press X. Now the option enu has many additional settings that will allow you to fine-tune the game's configuration to your tiking.

MOTORHEAD

Access the "Code" option at the Options nenu and enter the following codes to access different effects:

s o f t h e a d-Motion blur effec super car-Overhoad view insanity—Alternate demo I a s t c o d e-Unlock all cars and tracks n o c h e a t s-Disable cheats Note that when you enter these cheat codes, high scores will not be recorded.

MTV SPORTS: SKATEBOARD FEATURING ANDY MACDONALD

Unlock All Boards, Costumes, Levels and Skaters

At the main menu, select "Single Player," then select "Lifestyle." Next, select "New Game," then input "PASWRD" as your name.

Note that some of the unlocked items, like levels and skaters, will only be available in mades other than "Lifestyle."

THE MUMMY Secret Bonus Codes

At any time during gameplay, press START to enter the pause menu, then choose "Quit Game" and select "Yes." Next, select "Replay Level," then "Bonus Game Modes" at the fol lowing screen. Finally, select "Enter Code" and enter any of the codes below

Δ, X, Δ, O, □, Δ, O, X—Unlock bonus leve O, \square , O, \times , \times , \triangle , \triangle , \square —All weapons available \times , \triangle , \times \square , O, \triangle , \square , \triangle —Unlimited ammo O, O, A, O, X, C, C, X-Infinite lives

MUPPET MONSTER ADVENTURE Secret Code:

Enter any of the following codes at the ma menu. You'll hear a special sound effect after entering a correct code. Unlock all levels—Up, Up, □, Down, Down, O, Left, □, Right, O

wincibility-L2, R2, R1, L1, R2, L2, R2, R1, L1, R2

-Up, Right, R2, □, Left, R1, Left, Up. Left. L2 Start with chicken weapon- , , O, O, O,

MUPPET RACE MANIA Secret Code

Enter any of the following codes at the title screen, while "Press Start" flashes at the bottom of the screen. You'll hear a special sound effect and words will appear at the top of the screen after entering a correct code Unlock Fraggle Rock—X, □, X, □, X, □, Δ, O,

Unlock end courses—O, △, □, △, ×, △, □, O A.X Unlock Arches—□, O, X, O, □, △, O, X, O, △

Unlock Studio- Q, Q, O, X, O, A, O, A, D Unlock all Muppets and vehicles—△, O, △, □, Λ. X. Δ. Λ. X. O

WASCAR 200

press \square \land \square \bigcirc \square \times

Unlock alternate John Andretti Car-Hold R1 and press []. A. []. A Unlock KC Monoxide (#101)-Hold L2 and

press C.O. X. Down, Up, Right, Left Unlock 'Shorty' Leung (#100)—Hold R2 and press Q.O. X. Up, Down, Left, Right Unlock Jocko Michaels (#167)—Hold L1 and

Unlock Asher Boldt (#1S3)—Hold L2 and press Π.O.Λ.Χ Unlock Proving Grounds Track-

press Left, O, Up, Down, Right, Right, Right Unlock Treasure Island Track-Hold L2 and press C, O, C, Up, Up, Down, Up, Left, Right,

All Tracks & More Cars

From the main menu, select "Game Options, then "Load and Save" and select "Password." Enter the password "C9PSAUBNAA" to unlock lots of cars and every track

NRA HOOP?

Match-Up Screen Codes

At the match-up screen just before the tip off-when the announcer says, "Today's match up..."-enter any of the following codes to gain different abilities and power ups. Each code consists of three numbers and a direction; the numbers represent the num ber of times you need to push the [], X and O buttons (from left to right) to change the symbols at the bottom of the screen, then you "tock in" the code by pointing the D-pad or lovstick in the direction indicated. For example: To enter the "Infinite Turbo" code (3-1-2-IIn) press the | hutton three times the X button once and the O button twice, then press the D-pad or joystick Up. A message will appear to confirm if you've entered a code properly. Note: Some codes must be "agreed" to (entered by all players) in order for them to take effect. You can also enter the second number in each code by pressing the △ button instead of X.

3-1-2-Up—Infinite turbo 4-4-4-Left—No goaltending 2-2-2-Right—No fouls 0-1-1-Down—Show shot %

1-1-0-Down—Show hotspot 3-0-1-Up-No hotspots 1-2-1-Left-Granny shots

3.2.0.Left_Street court 0-2-3-Left—Beach court 1-1-1-Right—ABA ball 0-2-4-Right—Away uniform 0-1-4-Right---Home uniform

3-0-0-Right—Big heads S-4-3-Left—Tiny players 3-3-0-Left—Tiny heads

MEEN END SPEED HIGH STAKES

Enter any of the following passcodes as your user name to unlock the corresponding vehi-

HOTROD-Unlocks the Titan F L A S H—Unlocks the Phanto W H I R L Y-Unlocks the Police Helicopter Slower CPU

In Tournament or Special Events mode, just after you select "Race," quickly hold Left + +O until the race begins. Blurry Mode

In any mode, just after you select "Race," quickly hold Up + R1 + E2 until the race be-Turbo Mode

In any mode, just after you select "Race," quickly hold $Up + \triangle + \times$ until the race begins. During the race, hold Up any time for a speed NEED FOR SPEED IN: HOT PURSUIT

Cheat Codes Choose "Options" from the Game Setup

menu, then access the "User Name" option and enter one of the following cheat codes as your user name to unlock different features: Empire City Bonus Track—M CITYZ AutoCross Hidden Track-X C N T R Y Caverns Hidden Track—X C A V 8 The Room Hidden Track—P L A Y T M Scorpio-7 Hidden Track-G L D F S H Space Race Hidden Track-M N B E A M Activate Jaguar XJR-15—L J A G X Activate Mercedes-Benz CLK-GYR-A M G M R C Activate El Nino—R O C K E T All cars and bonus tracks (not hidden tracks)---SPOILT All Camera Views—S E E A L L

Speed and Language Codes First, make your selections at the Game Setup, Track, Player Car and Opponents screens as usual. Once you arrive at the final Race screen, press the START button. Immediately after pressing START, let go and press the ap propriate button combination (i.e. Up + R1+ R2). You must keep these buttons held down until the loading screen appears in order for the codes to work. Slow the game down by 20%—Up +×+ △

Cops Speak With Different Accent-Up + R1 + 12

Cops Speak in German—Up + R2 + L1 Cops Speak in Spanish—Down + R2 + L1 Cops Speak in Italian—Left + R2 + L1
Cops Speak in French—Right + R2 + L1

NEED FOR SPEED V-RALLY

Watch the game's loading sequence carefully: when you see the Infogrames logo begin to appear on a white background, quickly press Up, Down, then immediately hold the △ button and press O. You should see the words
"LOCK OFF" in green letters, right in the middle of the screen; this allows you to access all



of the tracks in Arcade or Championship mode. As soon as you see the words "LOCK OFF," if you release the △ and ○ buttons immediately you can enter any or all of the additional codes shown below; these buttons must be held down before the infogrames logo is colored in and you must continue to hold them until the memory card message ap-

" Hold L1 and the words "TIME OFF" will appear; now the race won't end if the timer runs nut in Arrade made

. Hold L2 and the words "NARROW ON" will appear; now the tracks will be more narrow in Arcade mode.

* Press Left, then press and continue to hold R2; the words "RESTART ON" will appear. This adds a "Restart" option to the "Pause" menu in both Arcade and Champlonship modes, allowing you to restart a race if something goes wrong

Press Left, then Right; the words "FULL DEBUG" will appear. Now you can see the programmers' debugging data on the screen and in a new "Pause" menu option called "Memory," Note: You can't use the "Restart" option if you enter this code.

Enter any of these codes at the "Main Hangar" screen. You'll see the effects take place immediately after entering a correct rode

400,000,000 credits-R2, L2, R2, L1, R2, R1, R2

1st place in all races-R1, L1, R1, R2, L2, R2, Obtain all secret jets-R1, R2, L1, L2, L2, L1,

NHI OPEN ICE Secret Characte

Enter the initials "G H" (that's a space in the middle) with the date March 31 to play as "Mr. Hockey", Hall-of-Famer Gordie Howe on the Detroit Red Wings,

NHL ROCK THE RINK

Secret Codes After starting a new game, select "New User, then enter any of the items below as your name. You can toggle the unlocked cheats on and off at the "Rewards" screen under the

main menu Unlock NHL teams-BAILEY Unlock sound effects-NO CHANCE Unlock boards—POWER SLAM

NIGHTMARE CREATURES

Cheat Password
Choose "Enter Password" from the main menu and enter the following code: $\leftarrow \uparrow \triangle \downarrow \bigcirc \triangle \Box \downarrow$. Next, choose "Start Game"; a cheat menu will appear. Turn the "Unlimited" option on to play with infinite continues; you can also choose to play as a monster or start

NIGHTMARE CREATURES II

on any level.

Stage Select At the main menu, hold R2 + L1 + O + O and press SELECT. If you entered the code correctly, text will appear in the upper left corner. Move the cursor to "New Game," then press Right to cycle through the different stages. The stage name displayed when you press X will be the one where you'll start the Cheats Menu

At any time during gameplay, press START to pause, then hold $RZ + L1 + O + \Box$ and press SELECT. If you entered the code correctly, the Cheats menu will immediately appear.

NEICLEAR STRIKE Stage Passwords

Level 1: Delta—JUNGLEWAR Level 2: Island—CUTTHRDATS Level 3: Peace 1—C O U N T D O W N Level 4: Peace 2—P L U T O N I U M Level 5: DMZ—P U S A N Level 6: Fortress—A R M A G E D D O N Bonus Level: Lightning-LIGHTNING

Cheat Codes Each of these codes can be entered while the game is paused: 50 lives—△, Up, ○, Right, SELECT, □ Refill energy--Left, Right, Left, Right, □ Refill ammo--Left, Right, Up, Down, O, □ Refill mana--Left, Right, Left, Right, ○ eapon powerup-R1, L1, R2, L2, Left, Right,

Up. Down Raise abilities by 10%—□, O, △, SELECT, Left Fill experience gauge-O, A, L1, L2, R1, SE-LECT

Raise each snell 1 level-Down A. SELECT. L1, R1, SELECT Toggle monsters' energy bars—△. □. O. △. O

ODDWORLD: ABE'S ODDYSEE

Level and Movie Select Enter these codes at the main menu:

 Level Select—Hold R1, press Down, Right, Left, Right, C., O, C., A, O, C. Right, Left. Movie Select—Hold R1 and press Up. Left. Right, D, O, A, D, Right, Left, Up, Right.

• Green Farts—Hold R1 and press Up, Left, Right, □, O, X, Now every time you fart using Gamespeak, you'll see green gas.

ODDWORLD: ABE'S EXODOUS Checkpoint Skip

At any point in the game, hold R1 and press O, O, X, X, C, C. You will skip to the next Checkpoint. Note that you will skip all the Mudokons in between and they will be considered "dead."

Stage Select

At the main menu, hold the R1 button and press Down, Up, Left, Right, A, A, O, A, A, O, Down, Up, Left, Right. Video Scene Select

At the main menu, hold the R1 button and press Up, Down, Left, Right, Q, O, A, O, Q, O, Up. Down, Left, Right.

OGRE BATTLE Secret Level

Select "New Game" and enter your name as "FIRESEAL". After the opening sequence move the cursor along the map until you find "Dragon's Heaven " Sound Test

Enter your name as "MUSIC/ON" and you'll be able to access a sound test menu.

PANDEMONIUM 2

All Levels Access—GETACCESS 31 Lives—IMMORTAL Invincibility-NEVERDIE Mutant Mode—GENETICS Permanent Weapon—MAKMYDAY Access to Bonus Levels—SKATBORD Full Health—HORMDNES Camera Roll-GONAHURL Regenerating Monsters—JUSTKIDN Strange Textures—ACIDDUDE

PEAK PERFORMANCE Secret Vehicles

At the Garage Select menu, enter the follow ing code: 1) Highlight "Garage A", hold the L1 button

and press () 2) Highlight "Garage B", hold the L1 button

and press (3) Highlight "Garage C", hold L1 + R1 and press ()

If you did it correctly, you'll be sent back to the previous menu, Now choose "Car Select" again and you'll find a new garage called pecial". Inside are a bus, a truck, a McLaren F1 and a scooter, You'll also find three new cars in Garage D. Custom Care

At the Garage Select menu, you can change certain cars by holding the O button as fol-

lows: · Highlight "Garage A", hold O and press X; now Car-A03, a convertible, has its top down Highlight "Garage B", hold ○ and press X; now Car-B04 has streamlined headlights and six new colors to choose from. Highlight "Garage C", hold ○ and press X;

now Car-C06 has a sunroof. Just for fun, while in any garage you can turn

a car's blinkers on if you hold L1 and press R1.

PERFECT WEAPON

Garden Moon-OXXAOOXA Forest Moon—O A D O D D A A
Desert Moon—O X X X A O A A Proteus Moon—XX□X□

PITFALL 3D; BEYOND THE JUNGLE

Stage Passwords Level 2—METROPOLIS Level 3-DEEPDARK Level 4—TEMPLEME Level 5-HDTRDCKS Level 6—GOINGDOWN Level 7-WDWTHATSHDT Kryll Thular Boss-BIGWDRMGUY el 8-IAH BREAK Level 9—THUNDERDOMES evel 10-MAGICGARDEN Level 11—SPOOKY MESAS

Cheat Passwords

Floating Harry—ZEROGHARRY Bin Head Mode—RIGHEADHARRY Skinny Harry—2DHARRY See Credits CREDITS 99 Lives—STEVECRANEME See All Movies—PLAYMOVIES
See All Comics—PITFALLCOMIC Disable Witty Banter—STOPTALKING Get an extra 10 lives in the next game

GIVEMELIFE Access Original Pitfall!—CRANESBABY Note: Each of the following codes works dur-

ing the original Pitfall! game:

Programmer's Head—Press R1 + R2 ■ Baby (Elvira) Head—Press O + R1 . Croc Talk-Press Rt + △ when there are crocodiles on the screen; one of them will say,

"Hi, mom!" Infinite Lives—Press L1 + L2

POOL HUSTLER

At the title screen-while the words "Press Start* are flashing-press Up, Up, Down Down, \triangle , \triangle , X, X, Left, Right, \square , \bigcirc ; you'll hear a signal to confirm. You'll find a new option called "Bowlliards" at the main menu; it's a billiards game that's scored like bowling.

POWER MOVE PRO WRESTLING Hidden Character: Sparrov

At the title screen, press O, Right, A, Up, C. Left, X, Down, X, Down, □, Left, △, Up, O, Right, SELECT; you'll hear a bell to confirm. Now start the game. At the character-select screen, highlight Commandant and press SE LECT to find Sparrow.

Hidden Character: Gorgon At the title screen, press I 1, I 1, L2, R2, R2, R1,

△, Down, X, Up, SELECT; you'll hear a bell to confirm. Now start the game. At the charac-ter-select screen, highlight Orange and press SELECT to find Gorgon Hidden Character: Sallie

At the title screen, press Up, Down, Left, Right, A, X, D, O, L1, R1, L2, R2, SELECT; you'll hear a bell to confirm. Now start the ga the character-select screen, highlight El Tem blor and press SELECT to find Sailie

POWER RANGERS LIGHTSPEED RESCUE Secret Codes

From the main menu, select "Codes," then se lect "Enter Code." Next, enter any of the words below to unlock the corresponding ef facts O M E G A—Level skip

TIMATE-Titanium Ranger FOREVER—Continues S H O W C A S E-All galleries open IM M ORTAL-Infinite Lives D 4 B 7 E 1 O 9 G 7—Infinite Health N 7 F 6 U 2 A 5 A 1-Infinite RPE

PROJECT: OVERKILL Secret Cheats

Note: To enter a cheat code, press START to pause the game, then highlight "Sound Vol me" at the "pause" menu. Now enter one of the codes shown below; the word "Cheater?" will appear at the top of the screen if you've done it right. Some of the codes only temporary effects and will wear off after a

 Extra Speed—Hold Up tap ∧ ∧ ∧ release Up, hold Down, tap X, □, O, release Down. Shield—Hold Right, tap O, □, △, release Right, hold Left, tap □, O, ×, release Left Refill Health—Hold □, tap O, X, △, release

, hold O, tap [], X, A, release O. Refill Ammo—Hold O, tap □, release O. hold △. tap X, release △, hold O, tap X, release O, hold X, tap □, release X.

• Skip to end of current level—Tap X, Up, Down, Up, hold □, tap O, release □, hold X, tap △, release X.

PSYBADEK heat Passwords

G O A N Y W H F R F Fnable level select GREASEDDEK-Slippery board JELLY JELLY-Jelly mode TD PSYTURVY—Upside down mode WALKONMOON—Low gravity DONDACHAOS—Invincibility DONTDID NMF-Nine liver INLILLIPUT-Big characters SIZOFANANT-Small characters D E K P O W E R U P—Faster Dek

RIC STUNT COPTER

Enter these codes at the main meny screen After entering each code, you'll hear a voice say "Cheaters never prosper" and the name of the code will scroll up from the bottom of the screen. While entering the code you may advance to different screens, but in each case the code will still work.

Down, Up, Left, Right, △, X, □, O-All Gold in training levels Down, Up, Right, Left, △, ×, □, ○—Unlock all

Up, Down, Left, Right, △, ×, □, ○-Your

op, bown, tert, right, ∠, X, □, O— four name can be three letters longer
L2, R2, L1, R1, △, X, □, ○—Mega Points
Up, Down, Left, Left, X, □, O, △—Unlock movie (selectable from the Options menu)

R.TYPE DELTA

At any time during gameplay, press START to pause the game. Next, hold L2 and press Right, Right, Left, Right, Left, Left, Right, Left, R2, Up, Up, Down, Down, Up, Down, Up, Down, R2. You'll hear a special sound effect after entering the code correctly. When you inpause the game, your ship will be invincible

Infinite Credits

If your total gameplay time reaches three hours, the number of credits per game will become nine. If you play the game for more than six hours, the words "Free Play" will appear on the screen and you'll be able continue as many times as you want,

ROTYPES

At any time during gameplay, press START to pause the game, Next, hold L2 and press Right, Right, Left, Right, Left, Left, Right, Left, R2, Up, Up, Down, Down, Up, Down, Up, Down, R2, You'll hear a sound effect after en tering the code correctly. When you unpause the game, your ship will be invincible. Increase Speed

Pause the game, hold L2 and press Right, Up, Right, Up, Down, Left, Down, Left, O. Decrease Speed

Pause the game, hold L2 and press Right, Up, Right, Up, Down, Left, Down, Left, X. Use Any Weapon

Pause the game, hold L2 and press Right, Up, Left, Right, Down, Left, Up, Right and either △, □, X, or ○ to equip yourself with a different weapon. Level Select

Highlight either R*Type or R*Type II at the title screen, quickly press L2 ten R2 ten times; you'll hear a sound to confirm. Now start the game and press START to pause; you can choose any stage with the stage-select option at the pause menu.

RAGE RACER Mirror Mode

At the Car Select menu, highlight "Race Start," hold L1 + R1 and press START and continue to hold all three buttons down. When the race starts, all of the graphics will be horizontally reversed. Custom Lago Calors

At the Team Logo design screen, highlight any color on the color pallette, hold L1 + L2 + R1 + R2 and press SELECT; you'll see three new menu items that control the amount of red, green and blue pigment in each color. To customize one of the default colors in the nallette, highlight it, press Up or Down to high light the red, green or blue pigment box. then hold the R1 or R2 button and press Up or Down to adjust the amount of pigment you'd like to have mixed into the final color. With the RGB boxes on the screen, press SE-LECT repeatedly to toggle the guide markers in the small paint window, including a new "cross" marker which helps you to line up ele-

RAINBOW SIX

Main Menu Cheats Enter the following codes at the main menu. A message will appear after entering a code correctly All levels—Hold L1 and press O, X, O, □, □, Δ, X, X

All items—Hold L1 and press △, X, X, O, □, O, X. A

Invincibility-Hold L1 and press [], X, A, A, X, Invincible hostages—Hold L1 and press O, O,

 $\Box \Delta, X, \Delta, X, O$ No terrorists—Hold L1 and press A, O, O, A, $\Box \times \wedge \circ$

All operatives revived-Hold L1 and press △, Δ, X, O, O, X, □, □ Reveal map—Hold L1 and press X, O, □, △,

A. F. O. X No locked doors—Hold L1 and press △, □, □, A. X. O. D. A

Turn off Victory Conditions-Hold L1 and press O. A. A. X. O. C. X. A All attributes set to maximum—Hold L1 and

press X, \(\subseteq \Delta , \Delta , \O, \Sigma , X, X Watch ending—Hold L1 and press □, △, □, □

O. O. X. A In-Game Cheats

At any time during gameplay, press START to pause, then enter any of the codes below. For the Extra weapon and Extra pistol codes, you will receive a different weapon or pistol each time you input the code. Some of the main menu cheats above may also work during the middle of a game.

Restore ammo—Hold L1 and press □, □, O, △, $X. \Delta. X. \Delta$

Extra wear apon-Hold L1 and press X, O, O, A Extra pistol—Hold L1 and press X, A, C, O, C,

X. A. 🗆

BALLY CROSS Cheat Codes

Chanse "Season" made and select "New Season". When the "Enter Name for Season" screen appears, enter one of the following names to get different effects. Once the code is in place, you can back out of Season mode with the A button and use the codes in any

race mode Access "Veteran" mode-wet me Access ' "Pro" mode—im a pro Access all cars, trucks and tracks-weeoo No viscous friction (mud. water, etc. don't slow the car down)—noviscous
No collisions with other vehicles—banzai Double the normal gravity-stone t/2 normal gravity—float 3/4 normal gravity—feather Realistic gravity-radbrad Car wheels can turn 90 degrees—spinner Cars with no wheels-no_ Wheels with no cars-wheels Fat tires-fat_tires

RALLY CROSS 2

Secret Code Enter the following codes as your name when you start a new season: MOOBMOOB—Unlock all cars

PREVET-Unlock Veteran level cars and tracks PREPRO—Unlock Pro level cars and tracks INCORPOREAL—Pass through other cars

RAMPAGE 2: UNIVERSAL TOUR

Secret Characters
Choose "Password" from the main menu and enter any of the following codes to unlock extra characters:

S M 1 4 N-Unlock George 54 V R 5-Unlock Lizzi VPV S-Unlock Ralph

N 0 T 3 T-Unfock Myukus B 1 G 4 L-Unlock Purple Myukus

5 R Y 3 D—Unlock Noobus Note that you can only have one of the three alien characters unlocked at any given time Cheat Menu

Enter the password "8 V G G Y", then access the Options menu; you'll find a new "Cheats" option that allows you to start on any stage with as many as 100 lives; it also has sound effects and movie test options.

RAMPAGE THROUGH TIME

Secret Passwords
From the main menu, select "Password," then enter any of the passwords below. Upon tering a correct code you'll immediately re-

1 2 3 4 5-Unlock "Cheat" menu within "Op-

LO M 3 L-Unlock Nen Techno Jurassic and os stages in Challenge mode JOS HS-Power Meter always full

RAVMAN

Infinite Continues

When you lose your last life and the Game Over/Continue screen appears, press Up Down, Right, Left. (Note: This only the number of continues remaining is three or less.) If you've done it correctly, you'll see your continue counter jump to 10. Repeat this code to reset the counter to 10 whenever you're running low on continues.

Picture in Picture During the game, press START to pause, then hold the R2 button down and press O. Left, O, O. A duplicate, moving image of the TV screen will appear in a window at the top of the normal screen. To remove the picture in-picture window, just enter the code again. Full Power-Up + 99 Lives

Press the START button to pause the game then enter the following code carefully: Press and continue to hold L2, R1, L1, then R2, then release the buttons in this order: L1, L2, R2, R1. Next, press and release O, then press and continue to hold Left O D then A Finally release the buttons in the following order. Left ∧ □ ○

Free Play Mode When the words "Press Start Button" appea at the title screen, hold L1 + L2 + R1 + R2 and press START; when the ma continue to hold 11 + 12 + R1 + R2 and press Up seven times, then Down, then Up four nes, then START: you'll hear a voice say, "Limiter released" and you should now be at the "Option" menu. Choose "Configuration" and you'll find a new "Credit Limit" option: turn it off to get infinite credits.

RAZOR FREESTYLE SCOOTER

At any time during gameplay, press START to pause the game, then press Right, Down, Right, Left, Right, Up, Right, Right. A special message will appear at the top of the screen after entering the code correctly. You may have to quit the current game to observe all of the unlocked items.

READY 2 RUMBUE BOXING

Access Special Classes + Unlock All Boxers Enter any of the following passcodes at the "Name Your Gym" screen when you start a new game in Championship mode. You'll be able to begin the championship at the specified class with all of the boxers available to

B R O N Z E-Bronze Class. In Arcade Mode, Kemo Claw is also unlocked S I L V E R—Silver Class. In Arcade Mode, Kemo Claw and Bruce Blade are also un

locked G O L D-Gold Class. In Arcade Mode, Kemo Claw, Bruce Blade and Nat Daddy are also unlocked.

C H A M P—Champ Class. In Arcade Mode, all boxers are also unlocked.

Two-Player Ring Codes In two-player arcade mode, you can choose which ring you'd like to fight in. The first player must hold the following button combi nations while both players select a boxer. Also, the buttons must be held down until the

R1—Championship arena L1—Two-tier arena

Rt + Lt-Gym Change Costume Colors

At the boxer selection screen, press □ + O simultaneously to change the currently selected

Secret Code

Highlight "New Game" at the main me then enter any of the following codes; you won't hear any signal to confirm them, so press the buttons carefully. Note: You can't use the "Free Shield" and "Full Glitch Energy" codes in the same gan

. Free Shield with Every Glitch pick-up-Down, R1, Left, Right, Down, L2, R2, Left, Right Ho

• Full Glitch Energy—Right, L1, Up, Right, Down, L1, R1, Up, Down, Left • Play as Enzo—Up, Left, Down, Left, Down,

L1, R1, Right, Down, Right

Play as Dot Matrix—Left, R1, Right, Up, Down, R2, L1, Right, Up, Down

RED ASPHALT Infinite Armor

During the game, press START to pause, the hold R1 + R2 and press Up, Left, Right, Down, Infinite Weapons (Offensive & Defensive)

During the game, press START to pause, then hold R1 + R2 and press Left, Up. Right, Down, \square , \triangle , \bigcirc , \times . Infinite Nitros

During the game, press START to pause, then hold R1 + R2 and press Down, Down, Down,

Boss Cars At the main menu, press and hold L2, then press Left, Right, Down, Up, □, O, X, △. Now start a race with any vehicle; before the game loads, you'll get a menu that lets you choose any of the boss vehicles.

imited Cash At the main menu, press and hold L2 + R2 then press Left, Left, Right, Right, Your cash total won't change, but you can buy anything for free.

RESIDENT EVIL

Rocket Launch

If you finish the game in less than three hours, your saved game will allow you to start new game with an all-powerful rocket launcher; it has infinite ammunition and can destroy just about everything with one shot. Special Key

In the room with the large mirror, there's a locked closet that seems impossible to get into. To get the special key that unlocks this door, you must finish the game with two characters rescued (e.g. if you're playing as Chris, you must have Jill and Rebecca with VOII W nen you leave the mansion; Jill must rescue Chris and Barry.) If you do this, your saved game will allow you to start a new game with the special key, Inside the closet, you can change your character's clothes.

RESIDENT EVIL: DIRECTOR'S CUT

Easier "Advanced" Mode Choose "New Game" from the main mer then highlight "Advanced" and hold Right on the D-pad for about four seconds; you'll see the word "Advanced" turn green. Now start the game in "Advanced" mode and you'll find that it's slightly easier than usual

RESIDENT EVIL 2 PREVIEW (DEMO DISC) "Rookie" Mode

Highlight "New Game" at the main menu and hold Right on the D-pad for about four seconds; a difficulty select option will appear. Now you can play in "Rookie" mode.

RESIDENT EVIL 2 Secret Photo

In the S.T.A.R.S. office, check Wesker's de it's the one right in front of the STARS logo. You'll get a message that says, trashed. Someone must have searched the desk..." Continue to check this desk over and over again; on the 50th try, you will obtain a film. Take the film to the darkroom to de-

velop it and you will get to see a secret photo

of Rebecca from the original Resident Evil. Alternate Clothes

Start a game in Normal Mode and go through the city area (including the gun store and the bus) without picking up any items. If you go to the alley by the stairs in the R.R.D. lot, you will meet a very special zombie: It's Brad Vickers, the helicopter pilot from the original Res ident Evil. Enter the police department and get the rifle/grenade launcher from the 5.T.A.R.S. room, then go back out and kill Brad (you can't take him down with your normal gun). Next, check his body; you'll find a special key. This key opens the locker in the darkroom; if you open it, you will be able to change into a different set of clothing at any time

8onus Weapons If you heat Scenario One with an "A" or "R" ranking and your total playing time is ur two-and-a-half hours, you will get a rocket fauncher with infinite ammo for your next game. If you beat Scenario Two with an "A" or "B" ranking in under three hours, you'll get a sub-machine gun with infinite ammo for your next game. If you beat Scenario Two an "A" or "B" ranking in under two and a half hours, you get both of these "infi nite ammo" weapons plus a Gatling Gun, also with infinite ammo. You'll find the honus weapons in the chest

Secret Character: Hunk To play as the bio-suit guy from the opening movie, you have to achieve an "A" Ranking in either Leon or Claire's Scenario Two; to do so, you must beat the scenario in under three hours without using any of the "infinite no" bonus weapons (see above). When you finish doing this, you will be asked to save a second time after the normal Scenario One/Scenario Two save. The saved game will say "Hunk," choose this to play as hi Secret Character: Tofu

To play as a giant tofu, you must follow the instructions for playing as Hunk (see above). Once you've done this, you must continue playing until you have chained three sets of Scenario Ones and Scenario Twos (a total of six games). When you finish doing this, you will be asked to save an additional time, The saved game will say "Tofu," choose this to play as him. (Note: After you qualify for the "Hunk" save, you don't have to continue to get high rankings in order to access Tofu; just keep playing and always remember to save.)

RESIDENT EVIL 2 (DUAL SHOCK VERSION) Extreme 8attle Mode

Play through the game with either characte and complete Scenario 2. After the credits roll, you will be rated as usual and a message will tell you that there is another mode. You will be asked to save the regular game and then it will ask you to save a second time for the Extreme Battle data. Extreme Battle mode can then be accessed by calling up the Load screen and selecting the EX Battle data from the Arrange Mode menu. If you're lucky enough to have kept a Scenario 2 save on your memory card from the original Resident Evil 2, you can use that with the Dual Shock ersion and simply complete the game to get Extreme Battle. When you beat the first level of Extreme Battle mode, you will earn the ability to play as Ada Wong, you can play as Chris Redfield if you beat the second level.

RIDGE BACER Extra Cars

If you earn a "perfect" in the Galaxian loading game by destroying all of the enemy ships before they fly away, you'll get eight extra cars to choose from. Reverse Tracks

When you have completed the whole gametime trials and alf—you'll earn the right to race on four new tracks, which are really the existing four tracks driven in the opposite direction

Mirror Mode

When you start a race, drive forward a bit, then spin around and head back to the steel wall that says "Wrong Way". If you're going fast enough, you'll pass right through the wall to race in "Mirror Mode". Galaxian 13

The game's toughest secret is the myste black car, which appears by the side of the road after you've completed the game—both forward and reverse tracks-in its entirety. If you can beat the black car by staying in front of him and allowing him to rear end your vehicle all the way to the finish line, you can drive the car yourself and even save it on your memory card

RIDGE RACER REVOLUTION

If you earn a "perfect" in the Galaga '88 loading game by destroying all of the enemy ships re they fly away, you'll get eight extra cars to choose from. 8uggy Mode

If you earn a "perfect" in the Galaga '88 loading game by destroying all of the enemy ships with exactly 40 shots, you'll get the eight extra cars as described above, but all of the cars on the track will be changed into funnylooking buggies when you start the race. This is very difficult to do, but here's a cheat that makes it easier: During the Galaga '88 game, ress and hold Down + L1 + SELECT + \(\triangle \) all of the enemy ships will be automatically destroyed with exactly one shot each Secret Cars

Once you place 1st in all three courses in normal race mode, three super cars will appear to race against you in the Time Trial mode as Novice--13th Racing Car

Intermediate—13th Racing Kid Expert—White Angel

If you can beat these cars in the Time Trial mode, they will become available for you to race with in all game modes. Spinning Mode

"Time Trial", then at the main menu, Choose highlight the "Start" box, hold the Brake button and press the Accelerator button; continue to hold both buttons down until the race starts. (You'll have to press the Accelerator twice because the Brake button will take you back to the title screen.) Now you're playng in Spinning Mode. When you reach a turn where it's possible to spin your car 360°, the "Spinning Point" will appear on the screen. Try to spin your car around; it helps it u choose a vehicle with a low "grip" rating. When you finish the turn, a toy car will drive across the screen and show you your total points for that spin. After the race, watch the replay to see a chart that shows your score on each Spinning Point along with your total for the entire race

ROBO-PIT

TIPS & TRICKS

At the main menu, hold Lt + L2 + R1 + R2 and press SELECT; a two-digit number will appear in the upper-right corner of the screen. Press Right or Left to choose the arena you'd like to fight in; the left digit represents the available renas (0 through 5) and the right digit represents the time of day (0=morning, t=dusk,

59

ROBOTRON X

Instant Power-Ups At any time during the game-not while paused-you can make power-up items ap pear on demand, right next to your character. Just enter one of the codes shown below; do them quickly for best results. Each code can only be used five times in each stage. Note that the codes are shown as if you are using the default configuration for a single con troller: if you're using another configuration just remember that △ means Fire Up, □ is Fire Left, O is Fire Right and X is Fire Down Shield-Down, Left, . O

Two-Way Weapon—Up, △, Up, △
Three-Way Weapon—Right, Right, □, × Four-Way Weapon—Down, Down, Up, O Pulse Wave—Up, O. Down, Right. Speed Up-Left, Left, Right, Right, A Flamethrower Weapon-Down, Right, Down

ROGUE TRIP: VACATION 2012

Cheat Codes During the game, hold L1 + R1 + R2 and press SELECT; you'll see the words "Cheats Enabled" in the upper right corner of the screen. With that code in place, you can enter any of the following codes to get different cheats at any time (Note: These codes must be

entered quiddly): Quick \$10,000 Cash-Hold R1 + R2, press L1,

Up, Down, Up, Down Infinite Weapons-Hold L1 + R1, press Up, Down, Up, R2

Mega Guns Mode—Hold L1 + R1 + R2 + X Invulnerable Mode—Hold L1 + R1, press Up.

Down, Left, Right Upgrade Weapons-Hold L1 + R1, press Left

Right, Left, Right

Note: If you hold L1 + R1 + R2 and press Up, Down, Left, Right, you'll enter the "Infinite Weapons," "Mega Guns," "Invulnerable Mode" and "Upgrade Weapons" codes at the same time and the words "God Mode" will appear. Most of the above codes can be dead tivated by entering the same code a s time, or hold L1 + L2 + R1 and press SELECT to deactivate all cheats.

Passwords Access the password entry screen from the options menu and enter any of the following codes to unlock special features: Enable Goliath-A, L1, R1, X, L2, L2 Enable Nightshade-R1, R2, L1, L1, X, C Enable Helicopter—L1, △, R2, △, △, R Enable Alien Saucer-R1, C. X, C. L2, O. Enable Allen Saucer—H1, _L, _L, _L, _C, O Access "Funtopia" stage (Challenge mode only)—X, O, L2, X, _L, L1 Access "The Gulch" stage (Challenge mode

only)—X, □, O, L1, L2, □ Battle Boss 1 (Challenge mode only)-O. R2. R1, L1, R2 Battle Boss 2 (Challenge mode only)-O, O,

Infinite Jump—O, □, R2, X, △, R2 Infinite Turbo-□, X, O, △, R1, R2 Double Pickups-L1, L2, O, L1, R1, [increased Armor-R1, A, R1, A, L1, A 0, 0, 0, 0 Play as Big Daddy

From the main menu, select "Options." Then select "Password." Enter \triangle , \square , R2, \times , \triangle , R2 Big Daddy will only appear if you play Chal-lenge mode and select the Nuke York stage.

Each of the following codes can be entered at any time during the game (not while paused) Temporary invincibility—Right, Down, L1, R2, R1, O, △, □ Warp to bonus stage--△, Up, △, L2, L1, L2,

D, X

RUSH HOUR Cheat Codes

Enter any of the following codes when the words "Press Start" appear on the title screen: you'll hear a sound to confirm if you've entered a code correctly:

Four extra High Performance cars-Up, Left, Right, X. O. I Bonus Track—X, Up, △, Down, R1, L1

Reverse Tracks option at Track Select screen + "Reverse Championship" option—Left, \triangle , R1, O. L1,Down Access "Super Championship" race mode—

Right, □, Left, O, Up, X

RUSHDOWN Unlock All Tracks

u, press Up, Up, Down At the main men Down, Left, Right, Left, Right, A. O. A. O. Now all of the tracks will be available when vou select Arcade Mode.

SARMY SOSA HIGH HEAT RASERALL 2001

Enter the following codes at the "Stadium Se lect" screen. You'll hear a special sound effect after entering a correct of

3DO clouds—L2, R2, L2, R2, 🗆 🗆 Flying objects in the sky—R2, L2, ..., L1, R1, ...

SAMMY SOSA SOFTBALL SLAM

Secret Codes At any time during gameplay, press START to pause, then enter any of the codes below. Each code will take effect as soon as you press START again to unpause the game Big Softball-R1, R2, R1, R2, R1, R2 Bali Cannon-- L1, L2, L1, L2, L1, L2

SAN FRANCISCO RUSH

Secret Vehicles Choose any vehicle, then select your transm sion type with the X button. When the purple "RUSH" letters appear, immediately press one

of the following buttons and hold it down until the "loading" screen appears: Hold △ to race in a U.F.O. " Hold L1 to race in a pick-up truck

 Hold R1 to race in a British sportster When the race starts, you'll be driving the vehicle you chose.

SCARS Ultimate Password

Choose "Ontions" at the Game Select menu then select "Setttings" and use the L1 and R1 buttons to change the Password option to "A LLVID". This code unlocks all of the game's functions, including four extra vehicles, three additional cup settings, the "Challenge" mode and the option menu's "Mirror Mode

SHADOW MASTER All Waanon

Begin a new game. Go forward into the first door that opens and kill the aliens inside. Once you have defeated the aliens and you are completely inside the room, press L1 + L2 + R1 + R2 + O simultaneously. A red light will appear on the screen to confirm the code: you now have all of the game's weapons. Invincibility

In the same room described above, after de eating the aliens inside, press L1 + L2 + R1 + R2 + X simultaneously. A blue light will appear to confirm the code; now you're com pletely invincible Stage Select

in the same room described above, after defeating the aliens inside, press L1 + L2 + R1 + R2 + △ simultaneously. A green light will a pear to confirm the code. Now press START and exit the game; you'll find a stage-select ontion on the main menu

THE SIMPSONS INRESTLING Secret Codes

Each of the following codes can be entered at the title screen (while the words "PRESS START" are flashing). You can also enter the codes at the "Paused" menu during gameplay. A message will appear at the top of the screen to confirm each code. To reverse the effects of a code, just enter the same code again

O, Up, Up, Down, Down, Left, Right, Left, Right—Unlocks the "Bonus Match Up" option at the main menu; from here you can start a match with nearly any character in any stage. O. L1. O. L1. O. R1. O. R1-Activates a funnier version of the credits sequence (choose "Cred its" at the Ontions menu) which is usually only accessible after completing all three c cuit

O, L1, O, R1, O, L2, O, R2-Activates "Big Ape Mode," which gives all of the characters huge

O. R2, R1, O. R2, R1-With this code in place you'll fight in a special "Big Ape" arena that shows a picture of the game's creators (drawn as Simpsons characters) on the mat. If you enter the code at the "Paused" menu during a game, you must guit and start a new match to fight in the secret arena . O. L1. R1—Displays a date at the top of the

screen, presumably the date that the final re vision of the game was completed.

SKELETON WARRIORS

Invincibility

At any time during the game, press START to pause, then press Down, O,

Up, X. Unpause the game and you'll find that your character is semi-transparent and he cannot be hit by enemy attacks.

SLED STORM

Enter the following passwords from the pass word entry screen under "Load/Save" at the

options menu Ryan / Storm Sled-O, A, C, R2, R2, L1, X, A Tracey / Storm Sled—O, \triangle , \square , \triangle , R2, L1, \times , \triangle Gio / Storm Sled—O, \triangle , \square , L1, R2, L1, \times , \triangle Travis / Storm Sled—O, \triangle , \square , R1, R2, L1, \times , \triangle Nadia / Storm Sled—O, \triangle , \square , \square , R2, L1, \times , \triangle Jay / Storm Sled—O, △, □, O, R2, L1, X, △ Jackal / 400cc—L2, L2, O, R2, □, R1, L1, △ Sergei / 400cc—□, L1, □, L2, △, R2, X, ○ Sergei / Storm Sled—○, △, □, X, R2, L1, X, △ Unlock Demo Track—R2, L1, △, □, △, R1, ○, × Unlock Glacial Grind, Goat's Bluff, Perilous Pass, Lost Peak-□, ×, R2, □, O, R1, O Unlock Super Snocross 3 through 6-R2, △, X "Foo" available in Track Select—

L1, X,

R2, X, △, O "Mirror" available in Track Select—O, L1, R2, R2, R1, X, △, L2

SMALL SOLDIERS

Cheat Passwords

O. O. △. △. O. X. □. X—Invincibility △, △, O, O, O, ×, □, ×—All Weapons Stage Passwords

X, X, △, □, □, X, O, X—Gorgon □, X, △, □, □, □, O, X—Dimensional Temple O, X, △, □, □, O, O, X—Floating Fortress △, X, △, □, □, △, O, X—Spirit Bog X. C. A. C. Canyon Village □, △, X—Creepy Caverns O. C. A. C. C. O. A. X--Space Ship □ Δ, □ □ Δ, Δ, X—Hall of Patriots X.O. A. C. C. X. X. C—Graveyard □, O, △, □, □, □, X, □—Nuclear Mine O, O, △, □, □, O, X, □-Launch Center \triangle , \bigcirc , \triangle , \bigcirc , \bigcirc , \triangle , X, \bigcirc —Ulhaden Fier X, △, △, □, □, X, □, □—Garrison □ △, △, □ □ □ □ □ □ Inner Sanctum

THE SMURFS

From the main menu, select "New Game," then select "It's No Pionic." At the Choose Level screen that appears next, press L1, Up, Up, Down, Up, Left, Left, Up, R2. You'll hear a special sound effect if you've input it correctly and you'll be able to select any level.

SOVIET STRIKE Stage Passwords

Campaign #1: Crimea-W O R ST C A S F Campaign #2: Black Sea-GRANDTHEFT Campaign #3: Caspian—G R O Z N E Y Campaign #4: Dracula—C H E R N O B Y L Carni oaign #S: Kremlin—CIVILWAR Cheat Password

Enter the password THEBIGBOYS to play with infinite ammo, fuel, armor and atter (If one of these items should run out, it will be instantly refilled.)

SPACE LANT Secret Options Menu

At the main menu, choose "Options", then highlight "Game Options", hold L1 + L2 + R1 + R2 and press X. You'll find a secret options menu that allows you to adjust the game's gravity and character sizes as well as changing the court. Note: After you've changed these options, you must press X to exit; if you press any other button, your changes may not be in effect.

SPAWN: THE ETERNAL

Each of the following codes can be entered while the game is paused:

. Temporary invisibility---Hold L1 + R1 and press 🗀 🗀 O, O, 🛆, X " Temporary invincibility—Hold L1 + R1 and press △, △, X, X, □, O

 All power-ups—Hold L2 + R2 and press △. O. □. X. A. X

 All inventory—Hold L2 + R2 and press X, □, 0, 4, 0, 0 * Refill health meter-Hold L1 + R1 and press

x.o. ∆. □ x o Refill Magic—Hold L1 + R1 and press △, O, X.□ Δ. 0

• Skip current level-Hold L1 + R1 + L2 + R2 and press A. X. D. O. O. O.

SPEC OPS: RANGER ELITE Invulnerability

At the main menu select "One Player Game " Next, enter ROCKSTAR as your name at the following screen. When you begin the mission, press START to enter the pause menu. A new menu item, "Invulnerable" may now be toggled on and off.

Access All Cars

At the car-select screen, hold L1 + L2 + R1 + R2 + SELECT + Down and press △; now all of the cars in the game will be available. Extra Camera Views

During a race, press START; while the game is paused, press Right five times, then Left five times. Now return to the game and cycle through the different camera views; you'tl find two new long-distance settings Change the Time of Day

At the course select screen you can choose to race at different times of the day if you hold certain buttons down when you make your selection as follows:

Hold L1 + L2 to race in bright daylight " Hold R1 + R2 to race at night

Hold L1 + L2 + R1 + R2 to race at twilight

SPIDER: THE VIDEO GAME

Press START at any time during the game to pause, then enter either of the following codes at the nause screen:

Refill Energy + Weapon Power-Up-X, X, X, O, X, A, A, X, A, O. Repeat when ever necessary. Change into a Flea—Press △, □, O, △. Re

peat the same code to change back into the

SPIDER-MAN Cheats

From the main menu, select "Special," then select "Cheats." At this screen, you may enter any of the cheats below. Note the spaces in some of them. After entering a correct code, you'll hear a special sound effect, plus a short description of the code will appear on the screen Jnlock almost everything—EEL NATS

Symbiote Spidey costume—BLKSPIDR Spidey 2099 costume—TWNTYNDN Captain Universe costume—S COSMIC Spidey Unlimited costume—PARALLEL Scarlet Spider costume--LETTER S Amazing Bag Man costume—AMZBGMAN Ben Reilly costume—BNREILLY Peter Parker costume—MJS STUD Quick Change costume—ALMSTPKR Storybpard viewer—CGOSSETT All 6 game comic covers—ALLSIXCC Level select—XCLSIOR All 32 comic covers—CMC BUFF Movie viewer—WATCH EM Character viewer-CVIEW EM What If contest—GBHSRSPM Bin head-DUILUX loel Jewett as J. Jonah Jameson—RULUR Invulnerable-RUSTCRST finite webbing—STRUDL Debug info on screen-LLADNEK

SPORTS CAR GT Secret Codes

Enter the following cheat codes at the title screen. Note that if you press any other buttons before entering the codes they won't work.

Down, Down, Left, Right, Up, Left, Circle, R2—Unlock all tracks and classes Up, Left, Left, Right, Down, Right, L1, Square—Start with \$1,500,000 in Season

SPYRO THE DRAGON

At any time during the game, press SELECT, ...

SPYRO 2: RIPTO'S RAGEL Cheat Codes

At any time during gameplay, press START to pause the game, then enter any of the codes below. You'll hear a special sound effect after entering a correct code. Each code's effects will take place as soon as you unpause the hich will take effect immediately. Learn all abilities-O. O. O. O. C.

Big head mode-Up, Up, Up, Up, R1, R1, R1, R1. O

mode-Left, Right, Left, Right, L2, Parappa R2. L2, R2,

View credits—C, O, C, O, C, O, Left, Right, Left, Right, Left, Right Find Gems

At any time during gameplay, press L1 + R1 + R2. Sparx will point in the direction of the nearest gem for as long as you hold these buttons down.

Change Spyro's Color At any time during gameplay, press START to pause the game, then press Up, Right, Down, Left, Up. . R1. R2. L1. L2. Up. Left. Down Right, Up. You'll hear a special sound effect after inputting it correctly. Then, press any of the buttons below to change Spyro to th corresponding color. The code's effects will take place as soon as you un-pause the game Red--O

Blue-X Pink-Green-△ Light-Up Dark-Down

SPYRO YEAR OF THE DRAGON

At any time during gameplay, press START to pause the game, then enter any of the fo lowing codes. You'll hear a special sound ef fect after entering a correct code: note that you may also hear other sound effects while entering a code.

Big head Spyro-Up, R1, Up, R1, Up, R1, O, O,

Flat Spyro-Left, Right, Left, Right, L1, R1, L1, Rt [

Dark Sovro-Up, Left, Down, Right, Up, C. R1. RZ, L1, L2, Up, Right, Down, Left, Up, Do Light Sovro-Up, Left, Down, Right, Up, II. R1, R2, L1, L2, Up, Right, Down, Left, Up, U Blue Spyro—Up, Left, Down, Right, Up, □, R1, R2, L1, L2, Up, Right, Down, Left, Up, X

Green Spyro-Up, Left, Down, Right, Up, R1, R2, L1, L2, Up, Right, Down, Left, Up, A Magenta Spyro—Up, Left, Down, Right, L □, R1, R2, L1, L2, Up, Right, Down, Left, Up, -Up, Left, Down, Right, Up -Up, Left, Down, Right, Up, □, R1, R2. L1. L2. Up. Right. Down. Left. Up. C.

STAR GLADIATOR

Big Heads and Feet Just before a round begins, hold Right + START + \square + O until the fighters appear. Your character will have a giant head and end mous feet. This only lasts for one round, but you can do it in any round if you get the but tons held down before the round begins. If you hold those same buttons with Left in stead of Right, your character will have a tiny

Wall Mark Beat the game once with any character and get the best ending. When you return to the option menu, you'll find a new Wall Mode option, which puts a wall around the ring. You can't get a "Ring Out" in this mode, but you can knock your opponent through the wall if you finish him or her with a strong at tack near the edge of the ring.

Zelkin Transform Combo When playing as Zelkin, do his Plasma Combo then immediately press A, A, Forward, Guard B. Zelkin should begin to transform. Press A to turn left, B to turn right, Kick to change

size and Guard to stop transforming Change Camera Angle

Immediately after winning a fight, hold O + X before your character goes into his or her victory pose. During the pose, keep holding those buttons and press ☐ to zoom in, △ to zoom out and use the D pad to change the camera angle

Night Fighting Before a fight begins, hold L1 + L2 + Down You'll be fighting at night. Fight "Real Bilstein"

Play in Arcade Mode and beat all of the char acters before the timer reaches six minutes (or three minutes if playing one round battles.) After you fight Bilstein, you'll face the glow ing "Real Bilstein". Fight Kappah

If the timer is exactly at 00 when you defeat your third opponent in arcade mode, Kappa

will appear as the fourth opponent. Play as Bilstein

At the character-select screen in arcade mode highlight Hayato, hold SELECT, move the cur sor all the way over to the right to Gore and press X, O, X, O, \square , \square , \square , \square , \triangle , \triangle , \triangle , then O + X simultaneously. You'll hear a signal to con-firm the code and an arrow will appear. Press Right to find Bilstein.

Play as Kapnah Note: You must enter the "Play as Bilstein" code above before you can play as Kappah. At the character-select screen in arcade mode, highlight Bilstein, hold SELECT, move the cur then press O. C. A. C. X. C. A. C. O. C. then △ + X simultaneously. You'll hear a signal to confirm the code and another arrow will appear. Press Left to find Kappah.

Play as Blood

Note: You must enter the "Play as Kappah" code above before you can play as Blood. At the character-select screen in arcade mode, highlight Havato, hold SELECT, move the cur sor left to Bilstein, press X, □, X, □, X, □, th press Right to highlight Kappah and press O. △, O, △, O, △, then press L1 + R1 simultane ously. You'll hear a signal to confirm the code and Blood will appear to the right of Kannah

STAR TREK: INVASION

Watch Credits Mor At any "Mission Briefing" screen, press Left, Right, Up. Down five times and the credits

movie will immediately appear. Unlack Everything

At the "Stellar Cartography" screen, press Up Left, Down, Right, Up, Right, Down, Left, Up, L1 + R1, L2 + R2. Each of the last two combi nations of buttons must be pressed precisely at the same moment or the code won't work The screen will flash white and the words "Cheats On" will appear after entering the code correctiv.

STAR WARS: DEMOLITION

Secret Passcodes

At the main menu, select "Options," then se-lect "Preferences." Next, press R1 + L1 and a passcode entry interface will appear. No can enter any of the items below. For the first code, you won't receive any special confi tion after entering it, but at the Choose Con testant screen that appears before you start a game, all four of the previously locked char acters will become available, plus Darth Maul, Boushh and Lobot.

Unlock characters—WATTO_SHOP Watch some movies—SAD_MOVIES
Watch more movies—MOVIE SHOW

STAR WARS EPISODE THE PHANTOM MENACE

At the main menu, move the cursor to tions" and press △, O, Left, L1, R2, □, O, Left. You'll hear a special sound effect if the code correctly. To access the Debug Menu, hold L1 + SELECT and press △.

STREET FIGHTER ALPHA 2 Play as "Classic" Chun-L

At the character-select screen with the "short turned off, highlight Chun-Li, hold the SELECT button for at least three seconds, then press any button to choose her before releasng SELECT. You'll see her costume chi the way she looked in Street Fighter II Cham pion Edition; now her fireball is a "charged"

Play as "Shin" (True) Akuma

At the character-select screen with the "short-cut" turned off, highlight Akuma, hold the ne second, release it, ther SELECT button for a move the cursor to the following characters in order, stopping for about a second on each one: Adon, Chun Li, Guy, Rolento, Sakura, Rose, Birdie, Akuma, Bison, Dan, Akuma. Now press and hold SELECT for one second, then press an action button to choose Akuma be-fore releasing SELECT. The D-pad directions for the above pattern is as follows: Start at Akuma, then Down, Right, Right, Down, Left, Down, Left, Down, Right, Right, Right.

Fight Against "Shin" (True) Akum

Start a game in Arcade mode by choosing your character with a Punch button (or a Kick button if you're on the Player 2 side.) Play through seven matches without losing a round or using a continue, and get more than three "Perfect" victories. If you do this, " Akuma will appear before the eighth match as the final boss. If you lose to him, he will consider you to be inferior and he will not re-appear.

Play through five battles in Arcade Mode without losing a round and win more than five rounds with Super Combo or Custom Combo finishes. After your fifth win, a new mid-level boss character will appear and there will be a short dialogue on the screen be tween the two fighters

Choose a Victory Pose

After you defeat your opponent—but before the "K.O." symbol appears—hold the SELECT utton and one of the Punch or Kick buttons to choose from up to six different winning poses. Not all characters have six poses, ho

STREET FIGHTER ALPHA 3

Choose Dhalsim as your character. During the loading screen, just before the first round, hold \square + R2. Dhalsim's wife will appear and cheer you on through the whole match any stage. The same button combination applies even if the buttons are remapped

Unlock Guile

Select any character in World Tour mode When you have cleared 19 courses and reached level 27, clear the USA course and Guile will be your final boss. If you defeat him, Guile will be selectable in any mode. Guile will also be unlocked automatically after 96 hours of gameplay. Unlock Evil Ryu

After you defeat Guile, another level will open. Defeat all of the characters in this new level and the final boss will be Evil Rvu. If you defeat him, Evil Ryu will be selectable in any

Unlock Shin Akuma After you defeat Evil Ryu, yet another level will open. Defeat all of the characters in this level and the final boss will be Shin Akuma. If you defeat him, you will be able to choose Shin Akuma by highlighting Akuma at the character select screen and pressing L2.

STREET FIGHTER EX PLUS ALPHA

At the Mode Select Screen, highlight "Prac tice" and press SELECT. Up. Right. Down Right, SELECT. You will hear a sound and see "HERE COMES A NEW CHALLENGER" at the bottom of the screen. You can now select f new characters in any mode of the game: Evil Ryu, Evil Hokuto, Cycloid Gamma and Cycloid Hidden Bonus Game

Again, in the Mode Select Screen, highlight "Practice" and press SELECT, Up, Up, Right, Up, Right, Up, SELECT. You will and see "HERE COMES A NEW GAME MODE" at the bottom of the screen. Enter the Practice Mode and you will see a new option called "Bonus Game". You can now play a 3-D version of the barrel-breaking bonus stage from the original Street Fighter II

STREET FIGHTER EX2 PLUS lock All Hidden Characters

At the "Mode Select" screen, move the us Game," then press SELECT, SELECT, Up, SELECT, SELECT, SELECT, SELECT, Up, SE-LECT, Left, SELECT, SELECT, SELECT, SELECT. A message will immediately appea after entering it correctly.

Unlock All Bonus Games At the "Mode Select" screen, move the curso to "Bonus Game," then press SELECT, SELECT, SELECT, SELECT, SELECT, Loft, SELECT, SELECT, SELECT, Up, SELECT, Right, SELECT, SELECT. A message will immediately appear after enter

ing it correctly. Unlock Maniac Mode

At the "Mode Select" screen, move the cu to "Practice" then press SELECT, SELEC SELECT, SELECT, SELECT, Down, SELECT, SE-LECT, SELECT, Down, SELECT, Right, SELECT, Down, SELECT, SELECT, SELECT, Ma niac Mode will appear under Practice Mode/Trial Mode. A message will immediately appear after entering it correctly. Unlock Sample Data

At the "Mode Select" screen, move the cursor to "Practice," then press SELECT, Down, SE-LECT, Left, SELECT, Up, SELECT, Up, SELECT, Right, SELECT, Up, SELECT, Left, SELECT, Up, SELECT, Right, SELECT, The "Sample" option will appear in the pause screen only in Maniac Mode. A message will immediately appear after entering it correctly.

Secret Codes

Enter the following codes at the main menu. You'll hear a voice say "Yeah!" each time you

enter a code correctly.

Right, O. . Left, D. O. R1, L1—Unlock courses Right, Right, Rt, R2, Left, Left. Lt, L2-Unlock Left, Left, . Right, Right, O. R1, Rt-Unlock

Left, Right, O, □, R2, L1, L2, R1—Unlock Mick Right, O, Left, Left, O, O, C, C-Unlock

STREET SKRER 2

Secret Code Enter the following codes at the title screen You'll hear a special sound effect after entering a correct code.

lock all skaters-Left, Left, O, O, L2, C, Right, R2 ock all boards—O, O, □, O, □, □, □, 0, R1

Unlock all courses-Left, Right, Left, Right, O. O. R1. Max Trick Level and Skill Points-L1.

Left. Left, R2, Left, Rt, Left

Unlock "Movie" item in main menu-R2, R2, L1, L2, L1, R1, Rt, Rt

SUPERCROSS CIRCUIT

Secret Codes

SYPHON FILTER

From the main menu, select "Arcade," then select "Bonus Items." Next, press □ to enter any of the codes below: Big helmets—BIG_HELMETS

Headless riders—SLEEPYHOLLOW Invisible bikes—FLOATING

During the game, press START to pause. High-light "Weapons" at the pause menu, hold Right + L2 + R2 + □ + ○ and press X. Stage Select

During the game, press START to pause Choose "Options" at the pause menu, high "Select Mission," then hold Left + L1 + R1 + SELECT + □ and press X.

Movie Theater In the first stage, go to the movie theater and stand in the doorway, then press START to pause. Highlight "Map" at the pause menu, then hold Right + L2 + R1 and press X. Now you can view all of the game's video scenes by walking through either of the two red curtains beyond the snack bar in the movie the ate

Hard Difficulty

At the title screen, highlight "New Game," hold Left + L1 + R2 + SELECT + □ + O and Suner Ammo

Pause the game and move the cursor to "Si-lenced 9mm" in the "Weapons" menu. Then, Hold Left + L1 + R2 + SELECT + \Box + \times (in that order). You'll hear a sound effect confirming input of the rade.

SYPHON FILTER 2 Hard Difficulty

At the title screen, hold Up + SELECT + Lt + R2 + □ + ○ and press X twice. If you entered the code correctly, a message will appear when you take control of your character say ing that you're playing on Hard difficulty. End Level

During gameplay, press START to enter the sub-screen. Then, move the cursor to "Map." Next, hold Right + L2 + R2 + ○ + □ and press X. You'll hear a special sound effect if you entered it correctly. The "End Level" item appear within the "Cheats" menu under the Options" menu. Suger Agent

During gameplay, press START to enter the sub-screen. Then, mave the cursor to "Weaponry." Next, hold L2 + SELECT + ○ + □ and press X. You'll hear a special sound effect if you entered it correctly. The "Super Agent" item will appear within the "Cheats" menu under the "Ontions" menu. Watch All Movies

During gameplay, press START to enter the ing." Next, hold Right + L1 + R2 + O and press X. You'll hear a special sound effect if you en-tered it correctly. The "Disc 1 Movies" and "Disc 2 Movies" items will appear within the "Cheats" menu under the "Options" menu.

Stage Select

At the main menu, press Left, Left, Right, Right, Up, Down, Left, Right, Up, Up, Down, Down, Down. A new menu Item, "Cheats' will appear. After entering this menu, you can press Right and Left to cycle through the difrent lists of stages in-Game Cheat Menu

To access a second cheat menu, enter the code above. Before you enter the "Cheats nu, press L1, R1, L1, R1, L1, R1, L1, R1, L2, R2. You'll hear a special sound effect after in-putting it correctly. When you press START to pause during gameplay, a new menu item, "Cheat Menu" will appear.

Choose Puzzle Mode and select the "Password" option. As soon as the password screen appears, press Down, Down, Right, Up. Up. Right, Up, Up, Up, Right, then repeat that same sequence of buttons again. Now press the X button; when the game starts, a stage

THEME PARK Cheat Code

select menu will appear.

Enter your nickname as "BOVINE" and start a w park. When the game starts, press + O simultaneously to increase your bank balice at any time. This code also gives you in stant access to all of the rides and shops in



THRASHER: SKATE AND DESTROY

From the main menu, select "Skate," then select "Roach" as your character. At the character name screen, enter "beesuitguy" as your

Extra Points

During a game, press START to pause, then hold L1 + R2 and press O. You'fl hear a special sound effect. Each time you press O, your score will go up by 5,000 points. You can re-peatedly press O to accumulate large scores.

TOME RAIDER Stage Skip

During the game, press SELECT to access the inventory screen, then press L2, R2, L1, O, A L1, R2, L2. You'll hear a moan to confirm the code. Now exit the inventory screen and you'll immediately warp to the end of the current stage.

Access All Weapons

During the game, press SELECT to access the inventory screen, then press L1, A, R2, L2, L2, R2, O. L1. You'll hear a moan to confirm the code. Now exit the inventory screen and return to it to find that you have been equipped with all of the game's weapons. Note: The above codes only work while you're using Control Method 1. If you're using Control Method 2 or 3, just press Down at the in ventory screen and select the "Controls" option. Switch to Control Method 1 and you'll be able to enter the codes as described above: once you've entered the code, you can switch back to your preferred control method and continue the game.

TOMB RAIDER It

Exploding Lara

Heing the R1 button, walk forward, then backwards. Turn completely around three times, then jump backwards. Lara will explodel

All Weapons & Items

Using the R2 button, step left, step right, then left. Switch to the R1 button and walk back wards, then forwards. Turn completely around three times, then do a backwards iumn and hit the Roll button (O in the default control configuration) to face the opposite di rection in mid-air. If you did it right, you will hear a rifle load. You'll get all weapons fully loaded up to 999 shots, 99 big and small HealthPaks and 99 flares.

Level Skip
Using the R2 button, step left, step right, then left. Switch to the R1 button and walk back wards, then forwards. Turn completely around three times, then do a forward jump and press the Roll button (O in the default control configuration) to face the opposite direction in mid-air. Lara will freeze in mid-air and you'll warp to the end of the current

Ropus Level

If you manage to find all of the 59 secrets in the game, a bonus level called All Hallows will be unlocked.

Secret Room

To find a secret little room in Lara's mansion. go behind the diving board and push the button you find there. A door will open up near the stairway in the main hall. There's a lever. Pull the lever, do a flip, hit the sprint button and head for the door across the way before it closes. Inside is a collection of Lara's prizes. Cheat Codes

These codes can be entered at any time dur-ing gameplay (not while paused). You must them fairly quickly:

· All Weapons, Items & Ammo-L2, R2, R2, L2, L2. L2, L2, R2, L2, R2, R2, L2, R2, R2, L2, L2, L2, R2, L2, L2, R2. Lara will scream if you've entered the code correctly.

Level Skip--L2, R2, L2, L2, R2, L2, R2, L2, R2, L2, L2, L2, L2, R2, L2, R2, R2, R2, R2, L2, Lara R2, L2, R2, L2, R2, L2, L2, R2, L2, L2. Lara will sigh if you enter the code correctly. This code gives you credit for finding all of the se crets in the current level. Remember to enter this code on EVERY level if you want to access the secret All Hallows stage.

Racetrack Key (in Lara's Home)-R2, L2, L2, L2, R2, L2, L2. Enter this code in Lara's M. sion and you'll get a key that unlocks the dune buggy track outside.

 Refill Health—R2, R2, L2, R2, L2, L2, L2, L2, L2 L2, L2, R2, L2, L2, L2, R2, L2, L2, L2, L2, L2, You'll hear Lara wince when you enter this code correctly

TOMB RAIDER CHRONICLES

Get Every Item for the Current Level
At any time during gameplay, press SELECT to the sub-screen. Then, hold Down + R1 + R2 + L1 + L2 and press △. You won't receive any special confirmation for entering this code correctly, but if you look at the subscreen again, you'll see new items in your in-

ventory.

Unlimited Medipacks & Ammo, Plus Revolves & Laser Sight

At any time during gameplay, press SELECT to enter the sub-screen, then m the Timex-TMX Next, bold Up + R1 + R2 + L1 L2 and press △. You won't receive any spe cial confirmation for entering this code cor-rectly, but if you look at the sub-screen again, you'll see the changes reflected in your inventory.

Special Features At any time during gameplay, press SELECT to the Timey-TMX. Next. hold Down + Circle + R1 + R2 + L1 + L2 and press △. You won't rece any special confirmation for entering this code correctly. Next, press START to pause the game, then select "Quit." When you return to the title screen, you'll see a new menu item

TOMB RAIDER: THE LAST REVELATION

At any point during a game, face exactly north (use the compass on the inventory screen to check your orientation). Then, in the inventory screen, highlight "Load," hold L1 + L2 + R1 + R2 + Up and press △. If the compass needle is not pointing precisely north, the code won't work.

TOMORROW NEVER DIES In-Game Codes

called "Special Features."

At any time during the game, press START to pause and enter any of these codes in. The game will automatically un-pause after a correct code has been entered. You may re-enter the same code to turn its effects off. Entering the "Debug Info" code multiple times will allow you to view different screens of debug ging output. Health—SELECT, SELECT, O, O, Up, Up,

SELECT 0% Health-SELECT, SELECT, O, O, Down,

Down, SELECT Invincible—SELECT, SELECT, O. O. A. A. A. A. Invulnerable to Enemy Bullets—SELECT, SE-LECT, O, O, A, SELECT

-SELECT, SELECT, O, O, Left, Right SELECT

Max. Weapons—SELECT, SELECT, O. O. 11, L1, R1 R1 Remove Floor—SELECT, SELECT, O, O, SELECT,

SELECT, O, O
Complete Mission---SELECT, SELECT, O, O, SE-

LECT, O Debug Info-SELECT, SELECT, O. O. L2, R2 Camera Cheat—SELECT, SELECT, O, O, R2, R2 Move all objects and enemies by walking-SE LECT, SELECT, O, O, SELECT, SELECT, A. Remove all objects except enemies—SELECT, SELECT, O, O, SELECT, SELECT, □, □

Display movement boundaries-SELECT, SE-LECT. O, O, ∆, ∆, □

Run faster—SELECT, SELECT, O, O, C, C, O, O Main Menu Codes

Enter these cheats at the main menu. You'll hear a special sound effect after entering a correct code. Movies can be accessed from the "Options" screen. For the "Access All Mis-sions" code, you'll be able to select any mission even though some of them may be dimmed.

Unlock All Movies-SELECT, SELECT, O. O. L1, 14 14 14 14 14 14

xess All Missions—SELECT, SELECT, O, O, L1, 11.0.11.11

TONY HAWK'S PRO SKATER

Enter each of the following codes in the middle of a game. You must press START to p. the game, input the code, and press START again to unpause. After successfully inputting a code and before pressing START for the sec ond time to unpause, the pause screen will shake left to right briefly. You may have to guit the current game a restart a new one to e same of the codes' effects. For the Unlock Levels code, you will still be able to play all the levels even though the screen will tell you they aren't unlocked

Unlock Levels, Videos, Boards, & Officer Dick-Hold L1 and press O, Right, Up, Down, O, Right, Up, □, △ All stats at t0—Hold L1 and press □. △. Up.

All stats at 13—Hold L1 and press X, L, L, △, Up, Down Unlock Levels-Hold L1 and press △, Right,

Up, □, △, Left, Up, □, △ Unlimited Special—Hold 11 and press X A. O. Down, Up, Right

Big Head Mode-Hold L1 and press . O. Uo.

Unlock "Skip to Restart" in pause menu-Hold L1 and press C, C, X, Up, Down

Slow Motion Mode-Hold L1 and press 1. Left, Up, ..., Left

Unlock Private Carrera

First, enter the Officer Dick code, or unlock through normal means. Next, enter Ca reer mode and choose Officer Dick as you character. During gameplay, press START to pause the game, then hold L1 and press \triangle , Up, \triangle , Up, \bigcirc , Up, Left, \triangle . Note that this time screen will not shake when you correctly enter the code. Next, quit career mode. Fron the main menu, begin career mode again and select "Continue." and Private Carrera will apear in place of Officer Dick.

TONY HAWK'S PRO SKATER 2

Unlock Almost Everything
At any time during gameplay, press START to pause, then hold L1 and press X, X, X, \Box , \triangle , Up, Down, Left, Up, \Box , \triangle , X, \triangle , O, X, \triangle , O The words on the pause menu will shake left to right after entering the code correctly Next, select "End Run," and messages will appear describing all the newly unlocked items and features—including the ability to play as Spider-Manl Secret Codes

At any time during gameplay, press START to pause, then enter any of the following codes Infinite Special—Hold Lt and press X, A, O, O. Up, Left, A. .

Faster gameplay—Hold L1 and press Down, ... △, Right, Up, O, Down, □, △, Right, Up, O Fatter player—Hold Lt and press X, X, X, X, Left, X, X, X, X, Left, X, X, X, X, Left. You may enter this code multiple times to increase

Thinner player-Hold L1 and press X, X, X, X, , X, X, X, C, X, X, X, X, C. You may enter this code multiple times to increase the effect Turn blood off—Hold Lt and press Right, Up, □. △. Repeat this code to turn the blood back

All stats at 10—Hold L1 and press X, △, O, □, △. Up. Down Big head-Hold L1 and press [], O, Up, Left,

Left, C, Right, Up, Left Sections of the area flash different colors Hold L1 and press Down, Up. . O. Up. Left. Up. X

Extremely low gravity-Hold Lt and press Left, Up, Left, Up, Down, Up,

A Left, Up, Left, Up, Down, Up, □, △ Flying skater—Hold L1 and press Up, Up, Up,

Up, ×, □, Up, Up, Uρ, Up, ×, □, Up, Uρ, Up, Up

Wireframe graphics—Hold L1 and press Down, O. Right, Up. . . . Unlock Neversoft Skaters

At the main menu, hold L1 and press Up, □
□, △, Right, Up, ○, △. The skateboard whee will spin around for a moment after entering the code correctly. Next, select "Create Skater." Create a new skater with any of the names below to play as that person. Note the space in between first and last names IOFI IEWETT

CONNOR JEWETT MICK WEST JEREMY ANDERSEN EDWIN FONG JUNKI SAITA AARON CAMMARATA RAIPH D'AMATO NOEL HINES GARY JESDANLIN RYAN MCMAHON NOLAN NELSON OHNNY OW SCOTT PEASE CHRIS RAUSCH DARREN THORNE JASON UYEDA

TRAP GUNNER

At the title screen, enter any of the following codes to unlock different fe a sound to confirm each code: Alternate background music—O, R2, R1, △ X, J. Right, L2, Lt, Up, Down, Left Bonus Character-L2, Lt, Up, Left, Down, Right, □, X, O, △, R1. R2 Alternate Costumes—R2, R1, △, O, ×, □, Right, Down, Left, Up, L1, L2 Extra Level—Press SELECT 12 times

Change Traps—L2, R2, L1, R1, Up, △, Left, Right, D. O. Down, X

TRICK'N SNOWBOARDER Resident Full Spowboarders

At the title screen, press △, △, X, X, □, O, □, O. You'll hear a special sound effect if you enter it correctly. At the main menu, select "Free" mode and select a course. At the "Player Select" screen, press L2 or R2 to access Leon, Claire or a Zombie character from the Resident Full series

TRIPLE PLAY 2001

From the main menu, select "Single Game." Then, when you reach the Team Select screen, press Left Right Left Right Left Right Left Right, Left, Right, Left, Right, You'll hear a special sound effect, a voice will say "Triple Play Baseball!" and the currently selected am will change to the Triple Play Dream

TWISTED METAL

To enter any of the following passwords, select "One Player Contest" at the title screen. then choose "Options" after you pick a car; you'll see the "Password" option at this menu. To enter a blank space in a password just press Right on the D-pad. If you want to enter multiple passwords—for example, the invincibility code and the "Fight of Your Life" code-just enter one, then return to the pass word screen and input the other. The "Heli-copter Camera Angle" can only be used in the Arena and Rooftop stages; to use it, enter the password shown, then-during the nametoggle through the available camera angles by holding START and pressing Up or Down until you see the helicopter view

O △ □ O O—Warehouse District Warfare ×□□O △—Freeway Free For All X A D O D-River Park Rumble

△ △ △—Assault on Cyburbia □ △ × ○ ×—Rooftop Combat—The Final Bat-

△×○□△—Battle with Minion △ ○ □ □—Secret Level: The Fight of Your Life
△ □ ○ ○—Infinite Weapons

□ △ × _ O—Invincibility O O △ X _—Helicopter Camera Angle

Each of the following codes can be entered at any time during the game (but not while paused):

Mega Machine Guns-Hold R2, press Up, Down, Left, Right, Right, Left, Down, Un Invincibility—Hold L1 + R1, press Up, Down, Left, Right, Right, Left, Down, Up

Infinite Weapons + Turbo—Hold L2 + R2, press Up, Down, Left, Right, Right, Left, Down, Up Note: If you hold L1 + L2 + R1 + R2 and press Up, Down, Left, Right, Right, Left, Down, Up, you'll enter the "Invincibility" and "Infinite Weapons" codes at the same time and the words "God Mode" will appear. However, some of these codes can be turned off by en tering the same code a second time, so-for example—if you enter the "Invincibility" code with Lt and Rt held down, then enter the 'God Mode" code with all four L and R but tons, you will end up with infinite wear and turbo but the invincibility will be turned off.

Homing Napalms

If you have at least two napalm items in your inventory—or if you have the "Infinite Weapons" code active—highlight the napalm with Lt or R1, then hold L2 and press Up, Down, Down, Left, Left, Left, Right, Right This changes your napalm attacks to "homing napalms" that seek out your enemies like the homing missiles. Advanced Attacks

These codes can be entered at any time during the game (but not while paused) to give you a one-time Weapon or power up; see the game's manual for more information.

Napalm-Right, Left, Up Freeze Burst-Left, Right, Up Orop Mine-Right, Left, Down Rear Attack-Left, Right, Down Shield-Up, Up, Right High Jumo-Up, Up, Left nvisibility—Right, Down, Left, Up Soll Your Soul

you're low on health, quickly press Down, Up, Right, Left, Up, Up, Down, Down during the game (not while paused.) You'll lose your special weapons, but you'll get a health boost. This only works when your Advanced

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Attack Energy bar is full.

To fire Minion's special weapon-regardless of which vehicle you're driving--hold the ma chine our button (default=R2) and quickly press Up, Down, Up, Up. This only works when your Advanced Attack Energy bar is

Secret Vehicles

At the "Select Car" screen, enter any of the following codes. You'll hear a loud explos to confirm each code, then cycle through the different vehicles to find the new ones:

Sweet Tooth-Up, L1, A. Right Minion-Lt, Up, Down, Left

Secret Stages
At the "Choose Battleground" screen in two-

player mode, enter one of the following codes. You'll immediately advance to the ca select menu; when the battle starts, you'll be playing in the secret stage you chose

'Assault on Cyburbia" stage from Twisted Metal-Down, Up, L1, R1
"Rooftop Combat" stage from Twisted

Metal-Down, Left, R1, Down

"Suicide Swamp" stage from Jet Moto-Up, Down, Right, R1

TWISTED METAL IN God Mode

At any time during gameplay (not while paused), quickly press Up, Down, Up, Up, ○, Right, △ □, Up, Down, L2.

emporary Invisibility At any time during gameplay (not while paused), quickly press Up, Down, Left, Right. Cheat Password

L1, L1, R1, R1, R1—Infinite Special Weapons ↑, ↑, ↑, ←, ←-Access Warehouse level in Deathmatch mode

O, O, L1, L1, START-Play as Sweet Tooth in Tournament mode →, →, →, ←, ←—Play as Sweet Tooth in Death-

↑, START, ↓, L1, □-Play as Minion in Tourna-

ment made ←, ←, ←, →, →--Play as Minion in Death-

START, START, START, START-Unlock

TWISTED METAL 4 Secret Passwords

START

From the main menu, select "Options," then select "Password." Enter any of the passwords below at the screen that appears. You'll hear a laughing sound effect after entering a cor rect code.

God Mode— Down, Left, L1, Left, Right Unlock Minion—

, Lt, L1, Left, Up
Unlock Sweet Tooth—START, R1, Right, Right,

Laft Unlock Crusher-Down, R1, Right, R1, L1 Unlock Moon Buggy-START, △, Right, L1,

START Unlock RC Car—Up, Down, Left, START, Right
Unlock Super Auger—Left, O, △, Right, Down
Unlock Super Axel—Up, Right, Down, Up, L1 Unlock Super Thumper—O, △, START, O, Left Unlock Super Slamm—Right, Lt, START, O,

All items are Napalms-Right, Left, R1, Right, Unlimited special weapons—△, L1, Down, △,

CPU attacks only you-Right, A, Right, A, L1

ULTIMATE FIGHTING CHAMPIONSHIP

Secret Characters From the main menu, select "CREATE FIGHTER." Next, select "Create a new fighter" and input any name for your new fighter. You can enter any values for the various parame ters except for "Home Town," where you should enter one of the names below. Continue to select "OK" for all prompts until one appears that says "Saye this character?" Select appears that says "Save this character: "Select "NO." Finally, another prompt will appear that says "Are you sure you want to end this mode?" Select "OK." You won't get any special confirmation, but the corresponding hid-den fighter will appear in the bottom two rows of the character selection screen when

you start another game. O C T A G O N—Unlock Ulti Man C I R C L E—Unlock Sumo Wrestler TREET-Unlock Street Fighter M A T-Unlock Amateur Wrestler More Secret Characters

To unlock these secret characters, follow the same directions as above, but input the names under "First Name" instead of "Home

Rig Lohn-Unlock John McCarthy e-Unlock Card Gir M a s k-Unlock Pro-Wrestler

S a s u k e--- Unlock Ninja Fighter Kung Fu-Unlock Kung-Fu Fighter Ch o p-Unlock Karate Fighter Punch-Unlock Freestyle Boxer

Unlock All Levels

At the main menu, make sure the o not on "Options," then hold R1 + L1 + SELECT and press START. You'll hear a special sound effect and the words "All Levels Cheat Enabled" will appear at the bottom of the screen if you entered the code correctly.

Extra Weapons At any time during gameplay, hold down -+ O + △ + × and press Right. Each time you do this, weapons will appear around you to pick

Press START to pause the game, then press 🗆 O, A, Right, Left, Down, R1, L2, R2, L1. Stage Skip

Press START to pause the game, then press □, O, O, △, X, □, Up, Up, Down, Down, L1, R1, SELECT

VIGILANTE 8

Cheat Passwords
Choose "Options" from the main menu, then select "Game Status," press O to call up the passcode menu, then enter any of the follow ing cheat codes

W M N N W L H T S C U C L H—Unlock all seters and level:

MONSTER_WHEELS-Wheels are dou-

SAME CHARACTER—In two-playe mode, both characters can use the same vehi-

REDUCE_GRAVITY-Less gravity GO SIGHTSEEING-No enemies in Ar cade mode WILL_NOT_DIE-Invincibility

HARDEST_OF_ALL-More difficult en-

DEADLY_MISSILE-Enemies start with secondary weapons

VIGILANTE 8: 2ND OFFENSE Secret Codes

From the main menu enter the "Ontions menu, then select "Game Status" and move the cursor to one of the pictures of the game's characters. Press L1 + R1 at the same time, and you'll be able to enter a code at the bottom of the screen. You hear someone say "Funky!" after entering a correct code. For the "Watch all endings" code, press X again immediately after entering the code. Faster firing rate—RAPID_FIRE Slower gameplay—GO_SLOW_MO Higher suspensions-JACK IT UF Faster cars---MORE_SPEED Heavier cars-GO_RAMMING Quick start in Arcade Mode-OUICK PLAY

Play alone in Arcade Mode HOME_ALONE No gravity—NO_GRAVITY Big wheels—GO_MONSTER Watch all endings—LONG_MOVIE No wheel attachment icons—DRIVE_ONLY Super missiles—BLAST_FIRE Attract enemies -- UNDER_FIRE

same cars in multi-player-MIXED CARS Unlock Original Vigitante 8 Levels

At any time during gameplay, press START to pause the game. Press the OPEN on the PlayStation console and replace the Vigilante 8: 2nd Offense game disc with the original Vigilante 8 game disc. You'll see the message "VB Levels Enabled!" appear on the screen. When you return to the main menu and start another game, you'll be able to select levels from the original Vigilante 8.

WARCRAFT IL THE DARK SAGA Cheat Passwords

Press START to pause the game at any time then choose "Enter Password" from the pause menu and enter any of the following cheats Most of the cheats can be deactivated by en tering the same code again NTTCLNS-Instant mission victor YPTFLWRM—Instant mission loss TSGDDYTD—Enable "god mode" G L T T R N G—Extra gold HTCHTXNS--Extra lumber

V L D Z-Extra oil VRYLTTL-Extra magic Mana D C K M T—Upgrades N S C R N-Show entire map

M K T S-Fast building THRCNBNL—Instant scenario victory NVRWNNR—Game never ends WCW NITRO Secret Characters

At the title menu-the one that says "Start and "Options"-press R1, Rt, R1, R1, L1, L1, L1, L1, R2, R2, R2, R2, L2, L2, L2, L2, SE-LECT; you'll hear a sound to confirm the code. ou have access to 48 secret charac

Secret Arenas At the options menu, highlight the "Ring option. Instead of pressing Left or Right o he D pad to change the ring, press R1, R2, R1, R2, SELECT to advance through the list (or L1, L2, L1, L2, SELECT to go back through the list). When you do this, you'll be able to ac-cess several secret rings, including a spaceship. a graveyard and more. Change Body Size

Enter one of the following codes at the char acter-select screen to change the way your wrestler appears during the match. Note: To deactivate any of these codes, just enter the same code again or enter a different code. Big Head—R1, R1, R1, R1, R1, R1, R1, R2, SE-LECT

 Big Head, Hands and Feet—R2, R2, R2, R2. R2 R2 R2 R1 SELECT ing Head-L1, L1, L1, L1, L1, L1, L1, L2, SELECT (you look normal at the start, but your head gets bigger each time you get hit)

WCW/NWO THENDER

At the title menu-the one that says "Start Game" and "Options"-press R1, R1, R1, R1, 11.11.11.11.11.R2.R2.R2.R2.12.12.12.12.12.SF-LECT; you'll hear a sound to confirm the code. Now you have access to 96 secret characters. Secret Arenas

At the options menu, highlight the "Ring" option. Instead of pressing Left or Right or the D-pad to change the ring, press R1, R2, R1, R2, SELECT, then press SELECT repeatedly to advance through the list. When you do this, you'll be able to access several secret rings, including a space station, "Hades" and

Change Body Size Enter one of the following codes at the char-acter-select screen to change the way your wrestler appears during the match. Note deactivate any of these codes, just enter the same code again or enter a diffe Big Head—Rt, Rt, R1, Rt, R1, Rt, R1, R2, SE

· Big Head, Hands and Feet-R2, R2, R2, R2 R2, R2, R2, R1, SELECT

WILDS Cheat Codes

Each of the following cheats can be entered

while the game is paused: • Red Beam—Right, Up, Left, ○, Up, ○, ○ • Restore Energy—Rt, △, Lt, Left, △, ○, × 10 Grenades—R1, X, R1, Right, □, Right, □
 10 Missiles—X, ○, R1, Right, △, X, △

· Open all Levels-Up, Left, Down, R2, Right —, X (Exit the game after entering this code choose "START" and select the "Continue Cur
"START" and select the "Continue Cur
"Continu rent Game" option; you can access any stage at the map screen)

Secret Track

Enter the following code at the "Select Num ber of Players" menu: Highlight "One Player", then hold R1, L1, Right, START, □ and ○ and press X. When you advance to the "Select Racing Circuit" screen (in either the Single Race or Time Trial mode) you'll find a new track called "Firestar", a grueling 6.3 km race on Mars. Ranier Class

If you want to test the Rapier class without qualifying for it by beating the easier Venom class, enter the following code at the "Select Number of Players" m nu: Highlight "One Player", then hold R2, L2, Left, START and SE-LECT and press X. When you advance to the "Select Racing Class" screen, you'll be able to choose the previously unavailable Rapie class

WIPEOUT XI

At the main many hold I1 + R1 + SELECT and press X, X, X, X, O, △, □. The Piranha team will become available at the Team menu Access All Tracks

At the main menu, hold L1 + R1 + SELECT and press □, O, △, O, □. Now access the Class and Track menu to find that all of the tracks in each racing class have become available-in cluding the secret Phantom dass. (If you wish to activate the Phantom class without using the "Access All Tracks" cheat, just hold Lt + R1 + SELECT and press \triangle , \triangle , \triangle , \bigcirc , \bigcirc , \bigcirc ,

During the game, press START to pause, then hold L1 + R1 + SELECT and press △, X, □, O Δ, X, □, O,

Infinite Time During the game, press START to pause, then hold L1 + R1 + SELECT and press △, □, O, X, Δ. □. O. X.

During the game, press START to pause, then hold L1 + R1 + SELECT and press X, X, \(\,\), \(\,\), \(\,\), O, O, ∆. Mini Gun

During the game, press START to pause, then hold L1 + R1 + SELECT and press □. O. X. □. Passwords

Enter the following passwords to access two new Race Type options:
Challenge I—□○□△○△△○□□□△×□

Challenge II—□○□△○△×□×△△×○

Turn the PlayStation on and hold L1 + R2 +

SELECT + START until the copyright screen ap pears. When the game loads, you'll find that the vehicles have been changed to a slug, a pig, a flying saucer and other weird shapes WIPEOUT 3

Secret Codes

Enter the following codes at the "Default Names" screen, under "Options / Game Setup." The entire screen will quickly flash white upon entry of a correct code. -Unlock all tracks

1 A 7 Z N A 7-Linlock Phantom class A VINIT-Unlock more ships T H E H A I R—Unlock all Challenges C A N E R _ W—Unlock prototype courses M O O N F A C E-Infinite Hyper-thrust D E P U T Y-Infinite random weapons (press during the game to obtain a new weapon) B II N T Y-Unlock all tournaments G E O R D I E-Infinite shields and Hyper

Y MEN- MHITANT ACADEMY Unlock Everything

menu, quickly press SELECT, Up L2, R1, L1, R2, You'll hear a special sound effect if you input the code correctly.

X-MEN VS. STREET FIGHTER Secret Options Menu At the main menu—the one that says "Battle

Mode/Vs. Mode/Training Mode" etc.-press Δ. Δ. Right. O. L1: you must enter this code very quickly. If you've done it fast enough, you will be taken immediately to a secret "EX menu with two special options:

 "Game Mode" lets you use a limited version of the "tag team" option from the X-Men vs. Street Fighter arcade game. To do this, set "Game Mode" to "Originai", then start a game in Vs. Mode. At the character-select screen. Player 2 must choose the same characters that Player 1 has chosen, but in the opposite order. (For example: If Player 1 chooses Cyclops, then Ryu, Player 2 must choose Ryu, then Cyclops.) If you've done all this correctly en the fight starts you'll see that each of the four characters has his or her own energy meter. During the match, if you press Fierce Punch + Rou indhouse Kick simultaneously (that's L1 + R1 if you haven't changed the game's default control configuration) you will tag out" and switch places with your partner, who enters with an immediate attack on your opponent.
* If you set the "Hyper Combo Gauge" option

to "Full," your Hyper Combo Gauge will fill up to Level 3 automatically when playing in Vs Mode Play as Apocalypse

st, beat the game in Battle Mode at any difficulty setting without losing a single round. Once you've accomplished this, start a game in Vs. Mode. At the character select screen, highlight Akuma, hold the SELECT button and press any action button. Apocalypse will appear as your chosen character. Here are some of his moves:

↓ ¥ + Punch—Ground Pound 4 N → + Marlium Punch-Shoulder Rockets

> → # Fierce Punch—Drill ↓ y → ↓ y → + any button—Mace

XENA: WARRIOR PRINCESS

invincibility At the main menu, press Up, Up, Up, O, 🗆

Up, Right, Left. You'll hear a special sound effect to confirm the code. 4x Sword & Armor Upgrades At the main menu, press \triangle , \square , \triangle , \square , \square , \square , Up, Up, Up. You'll hear a sound to confirm.

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At the "Flik's Journey" screen, hold C® and press the R button. Now point the analog joystick to the Right and you'll see that the entire game has been unlocked, allowing you to start at any stage.

Extra Tracks & Vehicles

Note: You need two controllers to input this code, and it can be difficult to get the timing right, so if it doesn't work the first time, to again. First, turn the game on and hold L + R + Z on Controller 2. When the title screen appears with the words "Push Start" flashing in red, quickly tap Up on the D-pad and the C® button at exactly the same time (also on Controller 2); you must also be sure to release those two buttons at exactly the same time. Finally, press START or A on Controller 1 be fore the title screen disappears. If you've entered the code correctly, you should see two new courses at the track-select screen and five new vehicles to choose from, including one that's shaped like a Nintendo 64 controller Press the R button repeatedly at the vehicle

Enter any of the codes below at the "Secret Codes" screen from the Options menu. A text message will appear after you enter a correct code.

select screen to change the color of the N64

controller to red, green, blue, black or yellow.

Aluminum bats--- HOLLOWBATS Ball trail mode—WLDWLDWST Big ball mode—BCHBLKTPTY Dark stadium-W T O T L Foggy stadium—M Y E Y E S Tiny players—IT O M T H U M B
Players fly back to the dugout when they're
out—F L Y A W A Y

ARMORINES: PROJECT S.W.A.R.M. Cheats

From the main menu, select "Options," then select "Cheats." Next, select "Enter Cheat" and enter any of the following codes at the screen that appears. You'll see a special message appear after entering a correct code. Note: After entering any of the first six codes, the corresponding cheat must be turned on at the Cheats menu for the effect to take place.
G O D L Y—Invincibility

LOADED—All weapons S O R T E D-Unlimited ammo S O N I C-Fast run S K E T C H Y-Pen and ink mode

S K I P P Y-Ali missions G O D D E S S-Female Trooper (Multiplayer

GOLDENPIE-All above cheats L E G G Y—Hive Guard Bug (Multiplayer only) R U B B E R—Volcano Guard Bug (Multiplayer only) C L A W—Egypt Worker Bug (Multiplayer

U.G. L.Y—Hive Worker Bug (Multiplayer only)

Unlock All Missions & Helicopters

At the main menu, select "Password " Then, press R, C®, Right, Up, A. When you start a campaign, all of the missions and helicopters will be available to you.

ARMY MEN: SARGE'S HEROES Cheat Codes

Chapse "Input Code" from the main menu. then enter any of the following passcodes to get different effects: M M L V S R M—Max. Ammo N S R L S—All weapons D R V L L V S M M—Mini mode THOTST—Display programmers' debug info PLSTRLVSVG—Play as Plastro GRNGRLRX-Play as Vikki TN SLORS-Play as Tin Soldier Level Passwords Spy Blue—T R G H T R Bathroom—T D B W L Riff Mission—M S T R M N Forest—TLLTRS Hoover Mission—S C R O C T Thick Mission—S T P D M N Snow Mission-B L Z Z R D Shrap Mission-S R F P N Fort Plastro-G N R L M N Scorch Mission-H Showdowm-ZBTSRL

ARMY MEN: SARGE'S HEROES 2

Enter these codes from the "Input Code screen under the main menu. You'll hear a special sound effect and the name of the code will appear on the screen after entering it

Play as Vikki-GRNGRIRX Play as Plastro-PLSTRLVSVG Tin Soldier-T N M N Mini Mode—DRVLLVS M M All Weapons-GBZRK Max. Ammo-S L G F S T

Enter these codes from the "Input Code" screen under the main menu. You'll hear a special sound effect and the name of the code

will appear on the screen after entering it correctly. Bridge—F L L N G D W N Fridge—G T M L K

Freezer-CHLLBB Inside Wall—C L S N G N Graveyard—D G T H S Castle—FRNKNSTN

Tan Base—8 D B Z Revenge—L B B C K Desk—D S K J B Bed-GTSLF Town-SMLLVLL Cashier-C H R G T Train—N T B R Rockets—R D G L R Pool—F S T N L S Pinball-WHSWZRO

Unlock Classic Asteroids + More

the main menu, hold L and press C®, C®, CO. CO. A. CO. CO. CO. CO. START, Classic Asteroids and Credits should appear immedi ately, and Relentless mode will appear under Single Player Game.

Unlock Cheat Menu At any time during gameplay, press START to pause, then hold L and press C®, C®, C®, C®, C®, B, A, C®, C®, C®, C®, C®, START. Extra options will become immediately available in the pause menu

Secret Codes

Each of the following codes can be entered on the floor of the Puzzle Room inside the sand castle in the Treasure Trove Cove stage; just plop some eggs into Leaky the bucket so he'll drain the pond and you can walk inside. Use the Beak Buster move on the lettered tiles to spell out the code words as follows: • Enter *CHEATLOTS OF GOESWITH

MANYBANJOS" to earn infinite lives. Enter "C H E A T A N E N E R G Y B A R T O G E T Y O U F A R" to max out the capacity of your energy bar at eight honeycomb proce-Foter *CHEATDONTREADUMBO GOSEEMUMBO" to earn infinite Mumbo

* Enter *CHEATNOWYOUCANELY HIGHINTHESKY" to earn infinite rec feathers. Enter "CHEATAGOLDENGLOWTO

PROTECTRANIO" to earn infinite gold feathers. * Enter "CHEATGIVETHEBEARLOTSOF

AIR" to have infinite air when unde * Enter *C H F A T R A N I O R E G S F O R PLENTY OF EGGS" to earn infinite eggs. For each code, you will hear a "Moo!" sound when you enter the first five letters; if you do not hear the "Mool" during the first five ters, exit the sandcastle and go back in. You will not hear any special sounds when you enter the remaining letters of each code, so take your time and aim carefully.

Bottles' Bonus Codes Enter Banjo's house, stand on the yellow lines on the carpet directly in front of the fireplace then press the C® button to enter the first person camera view. Now look directly at the picture of Bottles on the wall: Bottles will give you a puzzle to solve. If you solve the puzzle he will reward you with a secret code which you can enter in the sand castle in Treasure Trove Cove (as described above under "Secret Codes"). Note: Bottles will not allow you to access the puzzles until you have obtained the puzzle piece from the sand castle. There are seven codes available if you can solve all of the puzzles. IMPORTANT: The codes are listed below for reference only; they will not work unless you actually earn them by beat-Ing the puzzles that release the codes.
• Enter "B O T T L E S B O N U S O N E" to give

Ranio a big head * Enter *BOTTLESBONUSTWO* to give Banio big hands and feet.

• Enter "BOTTLESBONUS THREE" to make Kazooie big.
• Enter "B O T T L E S B O N U S F O U R" to

make Banio tall and thin. . Enter "BOTTLESBONUS FIVE" to get

a tall, thin Banjo with big hands and feet.
• Enter "BIGBOTTLESBONUS" to activate all of the above codes at once

• Enter "WISHYWASHYBANJO" to change Banjo into a washing machine.
• Enter "N O B O N U S" to deactivate all ac-

Cheat Codes

As you locate the Cheato Pages in the game and return them to Cheato, he will give you codes that you can enter by shooting eggs at the letters on the wall in the Code Chamber to spell the words. However, each of the codes that he gives you will not work until after he has told you about it. The following codes can be entered at any time after you've cracked open the Code Chamber, including six codes that have the same results as the ones that Cheato and Madame Grunty give you and several new ones. Once you've entered a code, check out the sign on the wall to the right of the letter board to turn each cheat

CHEATOSREHTAFF—This code has the same effect as Cheato's "FEATHERS" code: it doubles the maximum amount of feathers that you can carry.

C H E A T O S G G E-This code has the same effect as Cheato's "EGGS" code: it doubles the maximum amount of eggs that you can carry.
C H E A T O F O O R P L L A F—This code has the same effect as Cheato's "FALLPROOF" code; it allows you to fall from any height without losing energy.
CHEATOKCABYENOH—This code has

the same effect as Cheato's "HONEYBACK" code; it causes your energy meter to slowly regenerate

CHEATOXOBEKU J-This code has the same effect as Cheato's "JUKEBOX" code: it allows you to listen to any of the game's music tracks by accessing the jukebox in Jolly's Inn at Jolly Roger's Lagoon. CHEATOYGGIJTEG-This code has the

same effect as Madame Grunty's "GETJIGGY" code; it activates the signs in Master Jiggywidgy's temple that tell you where the jiggles are located in each stage.

C H E A T O S U P E R B A N J O—With this

code in place, both Banjo and Kazooie will run much faster CHEATOSUPERBAODY—Activate this

code to make the game more challenging by speeding up all of the enemies. CHEATOHONEYKING-Enter this cheat to completely disable the honeycomb meter and air meter; now you're invincible and can stay underwater or in toxic areas for

as long as you want

ard any nearby enemy.

CHEATONESTKING—This cheat gives you unlimited eggs and feathers; your inventory will show that you have "LOTS" of every type.
CHEATOJIGGYWIGGYSPECIAL— This code unlocks all of the doors in the Isle O' Hags area, giving you access to all levels.
C H E A T O G N I M O H-This code has the same effect as the "HOMING" code that you get from having Heggy hatch the pink egg; it improves your aim when firing eggs by causing them to change direction and curve to-

The remaining two cheats will not cause new menu items to appear on the wall in the code chamber; once you have entered them, their results will immediately become effective and

will remain in place.
CHEATOCASTLIST—Unlocks a new op tion called "Character Parade" at the Cinema menu in Replay mode; this option is normally unlocked by collecting 90 jiggies. Note that this code will not work if you have already found 90 jiggies in any one of the thi game slots: it also will not register if you have already entered the following code...
CHEATOPLAYITAGAINSON—Unlocks all

of the items in Replay mode, including the "Character Parade" movie mentioned above.

Enter the following codes at the "Cheat Codes" screen under the Options menu. You'il hear a chime upon entering a correct code. A L L D L A K E S—All lakes available A L L D C A S H—Extra money A L L O F I S H—Extra fish in live well BAGDSNAG5—No snags while fishing HEADAOBIGA—Fisherman has a big head

HYPERBOAT-Faster boat

WHATAORAG-Slower boat RUBADUBDUB-Boat becomes a bathtub J W I N I W I N-Win tournament N O P E N A L T Y-No penalty for changing lures during tournament
S U P E R S T R J N G—Unbreakable line APPYFISH—More active fish M O N D O F I S H—Bigger fish F I S H M A N—All fish have Al Lindner's head WHEREDFISH-A number will appear in the corner of the screen to indicate the nun ber of fish in the area. Below it, the weight of the biggest fish in that area will be displayed S U P E R L U R E-Adds the "Super Lure SILLYSOUN D-Silly sound effects

Secret Codes Choose "Input Code" from the Game Setup

menu and enter any of the following cheat M STSRVV-Invincibility

CRSTLCLR-Invisibility LTSFBLLTS--- Unlimited ammo LVFRVR--Unlimited lives PLVRZM-All weapons FR G Z—Giant frogs roam the streets

TO Z—Queen Lords are replaced by toads WMNRSMRTR--Unlock Storm Ravens gang LTSLTSGNGS-Select any gang in Campaign mode C D P L T-Run Story (allows you to view the

entire story of the game) CJSKPFLGMH-Level code (play on State Street in Chicago, IL)
C N C T H R T M—"Trippy mode"

H V R t-- "Hurl mode"

Secret Codes Enter any of these codes from the "Input

Code" menu under the "Game Setup" screen: All Weapons-RCKTSRDGLR Invulnerability—HPPYHPPY Custom Gang Unlocked—TR D D Y B R R K S Brandon Gang Unlocked—N N K N H C K S Secret Level Unlocked—W R D R B Level Select-8 0 D Y S

BATTLEZONE: RISE OF THE BLACK DOGS Secret Codes

Enter any of the following codes as the Options Menu You should hear a sound indicating the code was entered successfully Free buildings—Hold Z, press A, B, A, B Free satellite—Hold Z, press B, C⊕, C⊕, A Infinite ammo—Hold Z, press L, R, L, R
Infinite armor—Hold Z, press Up, Right,

Unlock all missions in Single Player Pilot or Commander Mode-Hold Z, press C⊕, C⊕, CO CO START

BODY HARV Cheat Codes

Choose an empty save slot and enter your name as "ICHEAT". With that name in place. you can enter any of the following codes at any time during gameplay. Note: Use the Dpad to enter the directional commands, not the analog joystick. Smart bomb—A, C®, C®, C®, Left

Restore health-Down, Up, Right, A, B, Left,

All artifacts—Up, C®, C®, Z, Up, Left Dancing Adam-Down, Up, C®, Down, C®, CIR Bad Adam-CO, CO, A, CO, CO, Left

Tall Adam—B, A, C⊕, A, C⊕, A Short Adam—Down, C®, A, Right, Z Kill Adam—B, Left, C®, C®, Down Blouse cheat-Z, C®, C®, B, Left, C® Access all weapons-A. Right. C. C. C. C. A. Left

More powerful weapons-C9, C0, Up. Z. Z. Left, C® Surreal Mode-C®, Up, Right, Right, C®, A.

Left Change Nearest Harvester Into Mutant-C®

Up, Z, Z, C®, Right Fat Legged Aliens-Left, A, Right, Down

Secret Stages

At the main menu-the one that says "Adventure/Battle/Custom/Options"-press the START button repeatedly; you must continue to tap the button as quickly as possible until you hear a chime. Now choose "Battle" mode and you'll find that four additional battlefields are available: "In the Gutter," "Sea Sick," "Blizzard Battle" and "Lost at Sea." Note: This is a very difficult code to enter; if you're not fast enough, it won't work.

Sandbox—H ⊤ K ↑ Kitchen_PTSPNS

At the title screen-while the Start" are flashing-press L. Up, R. Down You'll see a little guy appear in the lower right corner of the screen. Now start the game and choose "Puzzle Game" mode; you'll see the words "Another World" at the bottom of the screen. When the first round starts, you'll be playing in a world that's to tally different from the normal "Puzzie " setting.

Character Select Start the game in Puzzle Game mode. When the map screen appears, press Left, Left, Up, then hold Down, hold R and press L. A secret 'Character Select" menu will appear. Press Left or Right to change to a different characthen press A or START to continue. You'll still see Bubby at the map screen, but when the game starts, you'll be playing as the character you chose.

BUST A MOVE Another World

At the title screen-while the words "Press Start" are flashing-press B. Left, Right, B. You'll see a little guy appear in the lower right corner of the screen. Now start the game and choose "Puzzle Game" mode; you'll see the words "Another World" at the bottom of the screen. When the first round starts, you'll be playing in a world that's to-tally different from the normal "Puzzle Game" setting.

CHOPPER ATTACK Secret Options Menu

At the title screen-when the words "Press START Button" are flashing—hold the Z but-ton and press Right, Left, Up, Oown, A, B, START (use the D-pad for the directional com mands, not the analog stick). A top-secret debug menu will appear; it features stage-se lect, sound test and "Texture Mode" options (in Texture Made 1, the Nintendo 64's pixel smoothing effects are turned off, which makes the graphics appear more "blocky.") There's also a "Score Attack Mode" setti turn this option on and see how many points you can score in two minutes of non-stop at tion (the game's Pause function is deactivated

At the character-select screen, hold the L but ton and press C®, C®, C®, C®, B, A. If per formed correctly, the screen should flash with white light. Exit this screen by pressing 6, then access the Options screen; you'll find a new menu item called "Secret Options" which allows you to change the characters' size, se lect the stage you'd like to fight in and more. Secret Characters

Each of the following codes can be entered at the character-select scree

 Doctor Kiln—Hold the L button and press B. C®, C®, C®, C®, A Sumo Santa—Hold the L button and press A

C®, C®, C®, C®, B . Boogerman-Hold the L button and press Up, Right, Down, Left, Right, Left on the D-

CLAY FIGHTER SCULPTOR'S CUT

At the character-select screen, enter any of the following codes, then highlight the "?" box and press the R button to reveal the character you unlocked. With more than one of these codes in place, just keep pressing **R** at the "?" box to cycle through the secret characters:

· Earthworm Jim-Hold the L button and press B, C3, C9, C9, C9, C9 Sumo Santa—Hold the L button and press A

C®, A, C®, C®, C® Hold the L button and press B,

B. COP. COP. COP. COP. • High Five—Hold the L button and press C®,

CO. CO. CO. B. A.

Computer-Controlled Characters

your character, so just sit back and watch him or her fight

Debug Mode At the character-select screen, hold the L button and press A, B, A, B, A, B, C, C⊕, C⊕, C⊕ CD, CD, CD, Now start the game; when the fighters appear, press START to pause and choose the "Exit" option, Instead of returning to the main menu, you'll be sent to a debug

screen where you can choose your character and the arena for your next battle. Choose your character with the O-pad and select a stage with the C® and C® buttons; you can even choose to start a battle in any of the smaller rooms that the fighters can get knocked into during play in the larger arenas.

At the title screen, press B, A, R, R, A, CR, Un. Down, A quickly. You won't get any special signal to confirm the code, but if you don't enter it correctly, you'll have to reset the machine to try again. Next, from the main menu, select "Replay Mission." At the screen that appears, press L; a list of all the missions in the game will appear.

ecret Cheat Codes

From the main menu, select "Options," then select "Cheats." Now enter any of the followng cheats at the screen that follows:

BOVRILBULLETHOLE-Start game WELDERSBENCH-Unlock all chapters

T O P-Unlock Conker in Multi-E A S T E R E G G S R U S—Unlock Neo Conker

in Multiplayer mode
BILLY MILLROUND ABOUT—Unlock Gregg the Grim Reaper in Multiplayer mode
C H I N O I T V I C T O R Y—Unlock Weasel nen in Multiplayer mode

FATROX-Infock Cavemen to Multiplayer R I I S T V S H F R I F F S R A O G F_Unlock Spargeant and Tediz Leader in Multiplayer

BEEFCURTAINS-Unlock Villager and bies in Multiplayer mode

OUTCHOVENS-Start with frying pan in the Race Multiplayer game
DRACULASTEABAGS—Start with baseball bat in the Race Multiplayer game

Unlock Characters & Courses

From the main menu, select "Play," Then, from the "Games" menu, select any game ex cent Battle Mode. Next, from the "Golfers" screen, press A to edit any golfer, then select "Edit Name" to change your golfer's name to any of the names below. You'll get immediate confirmation after entering a correct code. Unlock alternate Liltiger—P r o d i g y Unlock Marvin the alien—U fo Unlock Kimmi-Rapner

Unlock Starr—R et Unlock Festus—Golddgr Unlock Celvis—D e l v i s Unlock Cindy-Instyle Unjock Bobby-Brat Unlock Twfan—Cybert Unlock Fagamer-Willi Unlock Robert-I c e Unlock Bengal—Tigerrrr Unlock Traci—Safari

Unlock Volcano course—Sthelens

Secret Codes

Enter the following codes at the stage select screen (where your stage is displayed and text scrolls at the bottom of the screen). You'll hear a special sound effect after entering each code correctly.

Start with all weapons—C®, C®, C®, C®, Z, L, R, C®, C®, C®, C® Unlock all levels—C®, C®, C®, C®, R, L, X, C®, C®, C®, C®

At the title screen—when the words "PRESS START" are flashing-press Up, CO, R, Right, Down, B. B. B. Co to warp to a one-player Oemitron vs. Oemitron battle.

Ross Codes At the title screen-when the words "PRESS START" are flashing-enter either or both of the following codes to make the bosses available as playable characters: Sonork—L, R, C⊕, C⊕, C⊕, C⊕

Oemitron—A, B, R, L, C⊕, C⊕ You'll hear a laugh to confirm each code; now

you can play as the bosses. See the Endings As above, enter one of the following codes at

the title screen to see your favorite character's endina sequence Aaron's Ending—Up. C@, R. Right, Down, R.

R, C® Oemonica's Ending-Up, C®, R, Right, Down. Oemitron's Ending-Up, C®, R, Right, Down,

Eve's Ending-Up, CO, R, Right, Down, R, R, Gore's Ending—Up, C®, R, Right, Down, R, R,

C® Morphix's Ending-Up, C®, R, Right, Down, R,

Niiki's Ending-Up, C®, R, Right, Down, R, R,

Scarlet's Ending-Up, CO, R, Right, Down, L, Sonork's Ending-Up, C®, R, Right, Down, L L.C®

Zenmuron's Ending-Up, C3, R, Right, Down, LLC®

Secret Characters

At the title screen-while the words "Push Start" are flashing—enter the following codes using the D-pad, not the analog joystick: Gouriki-Up, Up, Oown, Down, Left, Right, Left, Right, B, A

Reiji-A, B, Right, Left, Right, Left, Down, Down, Up, Up You'll hear a voice to confirm each code. No

start a game in "1P Battle" or "Vs. Battle" mode; you'll find that Gouriki and Reiji are now available at the Player Select screen

Play as Drumstick

To play as Drumstick, you must first earn all of the trophies and amulets in all stages. Once you've done this, return to the main area where Taj can be found and look for the frogs that jump around in the watery area in front of the giant WizPig head. One of the frogs will have a red rooster comb on its head; it you touch that frog with your vehicle, Orumstick will be released.

Play as T.T. To play as T.T. you must race on each course in Time Trial mode until T.T. comes out to chal lenge you; he won't appear until you beat the pre-programmed track record in a particular track by a fairly large margin. When he challenges you, you must defeat him in a race on that course, Once you beat him in a particular track, a small T.T. icon will appear when you select that track in Time Trial mode. When you beat T.T. and earn this T.T. symbol in every single track, T.T. will appear as a playable character.

Choose "Magic Codes" from the Options menu and enter any of the following codes. Once the codes are in place, use the "Code List" option to turn them on or off. Note that many of these codes only affect the "Tracks" mode, not the "Adventure" mode: the codes that can affect the "Adventure" mode are marked with an actorisk (*)

ARNOLD—Big characters TEENYWEENIES-Small characters* JUKEBOX-Music menu (appears under "Audio Options")

FREEFRUIT—Start with 10 bananas BLABBERMOUTH-Horn cheat (pressing Z will make your character speak instead of honk-

ing the horn)* WHO OIOTHIS—Display credits (when you exit the Magic Codes menu)

8YERYERALLOONS Disable weapons NOYELLOWSTUFF---Disable bananas BOGUSBANANAS—Bananas reduce speed VITAMINB—No limit to bananas BOMBSAWAY-All balloons are red (missiles)

TOXICOFFENDER-All balloons are green op items) ROCKETELEL....All halloons are blue (turbo). BOOYARMOR-All balloons are yellow

(shields) OPPOSITESATTRACT—All balloons are rainbow (magnets) FREEFORALL—Maximum power up (all bai-

loons give "level three" power-ups instantly) ZAPTHEZIPPERS—Turn off zippers DOUBLEVISION—Select same player (both players can choose the same character)* OFFROAD-Four Wheel Orive (better traction

on dirt, grass, etc.) JOINTVENTURE-Enable two-player "Adven

TIMETOLOSE—Ultimate Al (smarter computer

opponents)

Cheat Password

Enter the following password to start on evel 1 with all of the weapons in the game: ?TJL BDFW BFGV JVVB With this password in place, press START to pause the game; you'll see a new option at the pause menu called "Features". This allows you to become invulnerable, boost you health, access all weapons (and refill you ammo) or reveal the entire man with all enemies and objects shown. There's also a stage skip option; press Left or Right to change the name of the stage and press a C button to wam there.

Cheat Codes

(Note: Use the O pad to enter the following codes, not the analog joystick.) At the main menu—the one that says "New Game/Load Game/Options"-press Left, Left, L. L. Right, Right, Left, Left. A new option called "Cheats" will appear, but all of the cheat functions will be "locked" until you've entered the following additional codes (these must also be entered at the main menu); Invincibility On/Off-Press the R button

seven times, then press Left

* Mansters On/Off—Press L, C[®], Left, R, C[®], Right Left Left

All Items On/Off-Press R, C®, Right, L, C®, Left, C®, Right Level Select—Press L, L, L, C®, Right, Left,

Left, C® With these codes in place, enter the "Cheats" option and you will find that all of the cheats

have been unlocked. Cheat Codes

Enter any of the codes below at the title screen when the words "Press Start" are flashing You'll hear a special sound effect after entening a correct code.

First Person Mode-Down, Down, A. Z. Z. Left A Action Nukem Mode—Down, Down, A, Z, Z, left A

Start with infinite ammo .30-30—€®, €®, €®, C®, L, R Start with infinite ammo Freezer-Down, Up.

A. L. R. Z Extra Multiplayer Characters Group 1-A, L, R.

Left, B, Down, Up Extra Multiplayer Characters Group 2-B, A. A. R. L

Extra Multiplayer Characters Group 3-L, L, Up, Down, R, B, A Extra Multiplayer Characters Group 4-B, B, B, R. Left, A

Extra Multiplayer Characters Group 5—Right, R Left L A 7 Extra Multiplayer Characters Group 6-Up. Down, B. A. A. Left

Cheat Codes

From the main menu, hold L + C® + C® and press START. If you input the code correctly "Enter A Cheat Code" screen will appear. Next you can enter any of the codes helow: Invincibility—M O W E R

Transparent riders—X L URIOFR Debug mode -I M G O I N G N O W Odd color mode-ROTCOLS All stunts unlocked—TRICKSTER Big head mode—B L A H B L A H Invisible riders—I N V I S R I O E R Mirror mode—Y A O A Y A O A Night mode-MIONIGHT Stunt bonuses—S H O W O F F Pinhead mode—P I N H E A O "Beat This!" enabled—PATWELLS See team photo during "Credits" sequence-UGLYMUGS

At the vehicle select screen, press R to call up the control configuration menu. Highlight the 'Name" option and press A, then enter any of the following code words as your name and press START to get different effects. If you've entered a code properly, your player name will not change to the name you en-tered, but you will hear a confirmation sound. You can enter several different codes, one at a time, to combine their effects; to deactivate a specific code, just enter it again ANTIGRAV—Enter this code to turn the entire

course upside-down
ARSENAL—With this code in place, you'll have an endless supply of weapon pick-up BANANA---Enter this code to make the tracks

extremely slippery FFRGUS-With this code in place choose "Shoot em Up" from the Single Player menu and you'll find that each of the "drone" tar-

gets has been changed into the head of Ferus McGovern of Probe Entertainment FISHEYE—Changes the in-game viewpoint to ble the view from a "fisheve" lens. like

July 2001



GHOSTLY—Makes the course graphics semi-

MAGNIFY—Changes the in-game viewpoint to resemble the view from a magnifying lens NITROID—Gives you an infinite supply of nitro speed bursts

indio Speed outsies. AASO—With the cheat in plates, press START AASO—With the cheat in plates, press START at any time during a rece to pause, then as lear "Quit' from the pause menu, listead of quitting the race, the game will act as if you ministed the race in the position you were in infigured the race in the position you were in statisting gum in a qualifying race, you'll statisting gum in a qualifying race, you'll set first pale position; now you can repeet the same trick for the remainder of the circuit and get credit for finding first in every race. ROLER—Changes all of the vehicles on the track into boulders.

STEALTH—Makes all of the vehicles invisible UGLYMODE—Deactivates the Nintendo 64's "anti-aliasing" feature; this makes the graphics appear more "pixelated"

WIEED-Removes the texture-mapping so you can play the game with "ovierfamer" good with "ovierfamer" good with "ovierfamer" good with ovierfamer good with ovierfamer good with ovierfamer good with ovierfamer good with a same, then press R again and change your name to the first name of one of the members of the name of one of the members of the mane of one of the members of the members of the made of the press of the p

ExtRevie-G 2 (XG 2) Cheat Codes

At the vehicle select streen, press R to call up the Customize menu. Choose "Enter Name" option and enter any of the following code words as your name to get different effects. If you've entered a code properly, your player name will not change to the name you entered, but you will hear a voice say. "Externel" to confirm. You can enter several different codes, one at a fine, to combine their enter it aparties to the control of the confirmation of the confirmatio

2064—Changes all vehicles into WipeOut-style

planes FLICK—Blurry graphics LINEAR—Wireframe graphics mode MISTAKE—Infinite special weapons NOPANEL—Removes all timers, gauges and

counters from the screen
NEUTRON—"Tron" mode (alternate track
graphics)

NITROID—Infinite Nitro boosts
PIXIE—Deactivates the Nintendo 64's "ar

PIXIE—Deactivates the Nintendo 64's "antialiasing" feature; this makes the graphics appear more "pixelated" RASO—With this cheat in place, press STARY

RASO—With this cheat in place, press STARIA at any time during a race to pause, then select "Quit" from the pause menu. Instead of quitting the race, the game will act as if you finished the race in the position you were in when you pause. If you pause before the starting gun in a qualifying race, you'll get the same trick for the remainder of the circuit and get credit for finishing first in every race. SPRAL—Makes the screen rotate continuously during a rescreen rotate continu-

SPYEYE—Overhead camera angle XCHARGE—Infinite weapon energy and shield energy

XXX--Increases your vehicle's top speed

F-1 WORLD GRA Secret Codes

66

Each of the following codes must be entered as follows: Goose "Exhibition" if from the main menu, then select the "Drivers" option, highlight "Drive Williams" and pres A. Next, highlight the "Edit Name" option and pres A. Next, highlight the "Edit Name" option and pres A. Next, highlight the "Edit Name" option and pres A. Next, highlight the "Edit Name" to be a not on the press A. Next of the Name to any of the following code words: Important: You must pres A. when you are finished entering the name. If you pres B, you will went out of the "Edit Name" function and the drivers' the name is you pres B, you will went out of the "Edit Name" function and the drivers' - Tenter "MUSEW" as the driver's last name.

 Enter "MUSEUM" as the driver's last name, then exit to the title screen; you'll find a new option called "Gallery",

 Enter "CREDITS" as the driver's last name, then exit to the title screen; you'll find a new option called "Credits".

• Enter "PANDORA" as the driver's last name, then exit to the title screen. Choose "Start, select "Challenge" and highlight "File 4". You'll see the words "Cheaters Special" at the top of the screen and all of the historical challenge scenarios will be unlocked, including the secret "Ultimate" challenge. • Enter "VACATION" as the driver's last name,

 Enter "VACATION" as the driver's last name, then exit to the title screen. Choose "Start", select "Exhibition", "Time Trial" or "2 Player" mode and select the "Courses" menu; you'll find a new course called "Sonus Track" that runs through a Hawaiian volcano.
 Enter "CHROME" as the driver's last name,

 Enter "CHROME" as the driver's last name, then exit to the title screen. Choose "Start" and access the "Drivers" menu in any game mode; you'll find a new driver named "Silver Driver".

"Enter "PYRITE" as the driver's last name, then exit to the title screen. Choose "Start" and access the "Drivers" menu in any game mode; you'll find a new driver named "Gold Driver".

Cheat Code

At the "Select Mode" screen, press L Z, R, C. (%, C. &, C. &, START; you'll hear a signal to confirm. Now you'll find that the "Master" difficulty setting, "loker" and "X" cups and all of the vehicles in the game have been unlocked.

Shirink Vehicles

At the "Select Machine" screen, press $L+R+C \circledast + C \circledast$; all of the available vehicles will shrink.

Extra Difficulty Levels

At the Option menu, set the difficulty level to "Easy", then press Left 20 times; a "Very Easy" setting will appear. If you set the difficulty to "Hard" and press Right 20 times, a "Very Hard" setting will appear.

Secret Codes

Each of the following codes works at the Forsaken 64 title screen, while the words "Press Start" are going by in green letters. To deactivarie a code you've entered, just input the same code again:

same code again:
• Turbo Crazy Mode—8, 8, R, Up, Left, Down,
C⊗, C⊗
• Psychidelic Mode—A, R, Left, Right, Down,

C®, C®, C® -- Wireframe Mode—L, L, R, Z, Left, Right, C®, c®

• Gore Mode—Z, Down, C⊕, C⊕, C⊕, C⊕, C⊕, C⊕ • Stealth Mode—Up, Up, Up, Up, Right, Down, C⊕, C⊕

Infinite Primary Weapon—A, R, Z, Right, C⊕, C⊕, C⊕, C⊕
 Infinite Secondary Weapon—B, B, Z, Left,

Left, C®, C®, C® + Infinite Weapon Energy—L, Z, Left, Right, Down, Down, C®, C® * Infinite Titans—A, B, L, Up, Up, C®, C®, C®

• Infinite Solaris—B, L, L, Z, Up, Down, C⊕,

• Kill Enemies with One Shot—B, 8, B, L, R,

Left Down, Down

• Freeze Enemies—R, Z, Right, Right, C⊕, C⊕, C⊕,

Cheat Codes

At any time during the game, press START to pause, then enter any of the following codes using the C buttons:

Level select—C®, C®, C®, C®, C®, C®, C®, C®,

C® Open portals—C®, C®, C®, C®, C®, C®, C®,

C®
Infinite lives—C®, CØ, CØ, CØ, CØ, CØ, CØ, CØ,

C⊕, C⊕

Enemy ball—C⊕, C⊕, C⊕, C⊕, C⊕, C⊕, C⊕, C⊕,

C⊕

Low gravity—C⊕, C⊕, C⊕, C⊕, C⊕, C⊕, C⊕, C⊕,

 Froggy—C®, C®, C®, C®, C®, C®, C®, C®, C®, C® Secret cheat—C®, C®, C®, C®, C®, C®, C®, C®, C® All cheats off—C®, C®, C®, C®, C®, C®, C®, C®

Rote: Enter all GoldenEye 007 codes with the D-pad, not the analog joystick

In-Game Codes
Enter the following codes at any time during
gameplay. A message will appear in the lower
left corner of the screen after entering a correct code.

Invincibility
 1) Hold L and press Down
 2) Hold R and press C
 3) Hold R and press C
 4) Hold L and press Right
 5) Hold L and press Right
 5) Hold L and press C
 7) Hold L and press Right
 8) Hold R and press Down
 9) Hold L and press Down
 9) Hold L and press Down
 9) Hold L and press Left

10) Hold L + R and press C♥

"All Guns1) Hold L + R and press Down
2) Hold L and press C♥
3) Hold L and press C♥
4) Hold L + R and press C♥
5) Hold L and press Down
6) Hold L and press Cown
6) Hold L and press Cown

7) Hold Land press C®
7) Hold R and press C®
8) Hold L + R and press C®
9) Hold R and press Up
10) Hold L and press C®
• Maximum Ammo—
1) Hold L + R and press C®

1) Hold L + R and press C ≥ 2) Hold R and press Down 4) Hold R and press Down 4) Hold R and press C ≥ 60 Hold L + R and press Left 7) Hold R and press Left 7) Hold R and press L ≥ 90 Hold L + R and press C ≥ 91 Hold R and press Left R and P a

Line Mode—
1) Hold R and press C®
2) Hold L + R and press Down
3) Hold L and press Right
4) Hold R and press C®
5) Hold L + R and press C®
6) Hold R and press Up
7) Hold L and press Down
8) Hold L and press Right
9) Hold R and press Right
9) Hold R and press C®

10) Hold R and press C® + Invisibility + Invisibility 2) Hold L + R and press C® 3) Hold L + R and press Left 4) Hold L + R and press Up 5) Hold R and press Up 7) Hold R and press C® 7) Hold R and press C®

7) Hold R and press C®
8) Hold L and press C®
9) Hold L + R and press Left
10) Hold R and press Right
+ Invisibility (Multiplayer Only)—
1) Hold L and press C®

2) Hold L + R and press C® 3) Hold R and press Up 4) Hold L and press C® 5) Hold R and press C® 6) Hold L and press Right

7) Hold L + R and press C®
8) Hold L and press C®
9) Hold L and press Up
10) Hold L + R and press C®
Easy Cheat Options
Choose a game file, then enter any of the fol-

lowing codes at the "Sixtet MirstonMultilayer" menu screen. If you have not previously earned any of these cheats through promised the properties of the codes of the "Cheat Options" will appear the first time you enter one of the codes. At the Cheat Options menu, you can toggle each individual cheat on or off. You can also enter these codes at the Cheat Options menu Itself, but you won't see the new menu Itself, but here to the codes of the previous screen, then go back into Cheat Options.

1) Hold L and press Up 2) Press C® 3) Hold R and press Right

* Painthall-

4) Hold L + R and press C®
5) Hold L and press Up
6) Hold R and press C®
7) Hold L and press C®
8) Hold L + R and press C®
9) Hold L + R and press C®
0) Hold L and press C®
• Invincibility
1) Hold R and press Left

3) Press Left
4) Press Up
5) Press Down
6) Hold R and press C®
7) Hold L and press C®
8) Hold L + R and press Left
9) Hold L + R and press Left
10) Hold L + R and press C®
• DK Mode
• DK Mode

2) Hold L and press Down

1) Hold L + R and press Up 2) Press C⊕ 3) Hold R and press Left 4) Hold R and press Up 5) Press Up 6) Hold R and press Right

7) Press Up B) Hold L + R and press C♥ 9) Hold L + R and press Down 10) Hold L + R and press C♥ • 2x Grenade Launcher— 1) Hold R and press Down 2) Hold R and press Up

1) Hold R and press Down 2) Hold R and press Up 3) Press Right 4) Hold L + R and press C® 5) Hold L and press Right 6) Hold R and press Left 7) Press Left 8) Press Down 9) Press Up

9) Press Up
10) Hold R and press C®
• 2x Rocket Launcher
1) Hold R and press Right
2) Hold L and press Up
3) Press Down
4) Press Down

4) Press Down
5) Hold R and press C®
6) Hold L and press Left
7) Hold L and press C®
8) Hold R and press Up
9) Hold R and press Down
10) Hold R and press C®
• Turbo Mode

1) Hold L and press Down 2) Hold L and press C♥ 3) Hold L + R and press Up 4) Hold R and press C♥ 5) Press Left 6) Hold R and press Down 7) Hold L and press C♥ 8) Press Up

9) Hold R and press Down
10) Hold L and press Right

No Radar [Multi]—
1) Hold R and press Up
2) Press C

3) Press C

3) Press C

4) Press C® 5) Hold L and press Down 6) Hold R and press Up 7) Press C® 8) Press Right 9) Hold R and press Left 10) Hold R and press Right + Tiny 8 ond

1) Hold L + R and press Down
2) Hold R and press Down
3) Hold L and press C®
4) Press Left
5) Hold R and press C®
6) Hold L + R and press C®
7) Press Right

7) Press kight
8) Press Down
9) Hold R and press C®
10) Hold R and press Right
• 2x Throwing Knife
1) Hold R and press C®
2) Hold L and press Left
3) Press III

3) Press Up
4) Hold L + R and press Right
5) Press Right
6) Hold L + R and press C
7) Hold L + R and press C
7)

// Hold L + R and press Com 9) Hold R and press Down 9) Hold R and press Com 10) Hold R and press Co • Fast Animation— 1) Hold L and press Co

2) Hold L and press C® 3) Press C® 4) Press C® 5) Press C® 6) Hold L + R and press Right 7) Press C® 8) Hold L + R and press Up

9) Hold R and press C®

10) Hold L and press Left

Bond Invisible

B) Press Left

4) Press C®

5) Press C®

B) Press C®

1) Hold L + R and press C@

Hold L and press C[®]

4) Hold R and press C®

5) Hold R and press Right

7) Hold L and press Right

Hold L + R and press C[®]

10) Hold L and press Down

1) Hold L + R and press C® 2) Press C®

6) Hold L + R and press C®

7) Hold L + R and press Up

3) Hold R and press Co

6) Hold L + R and press Left

Hold L+R and press C®

B) Hold L and press Down 9) Press C® 10) Press C® * Silver PP7-1) Hold L and press Left 2) Hold I + R and press IIn 3) Hold L and press Right 4) Hold I + R and press Un

5) Hold L + R and press Cf 6) Hold L + R and press Left 7) Hold L + R and press Down 8) Press C®
9) Hold L + R and press Right 10) Hold L + R and press Left Activate 2v Hunting Knife 1) Hold R and press Co

2) Hold L and press Right 3) Hold R and press C® 4) Hold R and press Right S) Hold L + R and press Right 6) Hold L + R and press Up 7) Hold L and press Down 8) Hold R and press Left 9) Hold Land oress Right 10) Hold L and press C®

Infinite Amme 1) Hold L and press C® 2) Hold L + R and press Right 3) Press C® 4) Press C® 5) Hold R and press Left 6) Hold L and press C® 7) Hold L + R and press Left B) Hold L + R and press C®

10) Press C® 2x RC P90 1) Press Up 2) Press Right 3) Hold L and press Left 4) Hold R and press Down 5) Hold L and press Up

9) Hold Land press Up

6) Hold L and press C® 7) Hold L and press Left 8) Press C® 9) Press C€

10) Hold L + R and press Down Gold PP7-1) Hold L + R and press Right 2) Hold L + R and press Down

3) Hold L and press Up 4) Hold L + R and press Down S) Press C®

6) Hold R and press Up 7) Hold L + R and press Right 8) Hold L and press Left

9) Press Down 10) Hold L and press C@

1) Hold L and press Right 2) Hold L + R and press C® 3) Hold L and press Down 4) Hold R and press Left S) Hold R and press Down

6) Hold L and press Right 7) Press C® B) Press Right

9) Hold R and press Right 10) Hold L + R and press Up e All Guns-

1) Press Down 2) Press Left 3) Press C®

4) Press Right 5) Hold Land press Down 6) Hold L and press Left

7) Hold L and press Up B) Press €® 9) Press Left

10) Press C® Extra Characters in Multiplayer Mode Select a file and choose Multiplayer mode. (You must have at least two controllers plugged in to access this option.) When the Multiplayer Options menu appears, choose

"Characters," then enter the following code at the Select Character screen: 1) Hold L + R and press C® 2) Hold L and press C®

3) Hold L + R and press Left 4) Hold L and press Right S) Hold R and press Dow 6) Hold L + R and press C& 7) Hold L and press C@ B) Hold L + R and press Right 9) Hold L + R and press C®

10) Hold L and press Down If you've entered this code correctly, you will have a total of 64 playable characters at the Select Character screen

Secret Codes Each of the following codes can be entered at the main menu to get the corresponding effect before each race. Note that these button sequences must be entered very quickly to get them to register; you'll hear a signal to co firm each code if you're quick enough, Note that you can only have ONE of these codes active at any time

Race at night—C®, C®, C®, C®, C®, C®, C®, CO

Mirror mode--Z, R, Z, Z, R, Z, Z, Z Unlimited Turbos-C®, Z, C®, C®, R, C®, Z, CD) Transparent vehicles---C®, Z, Z, C®, C®, R,

CO. CO Transparent scenery—C®, Z, C®, C®, C®, Z, C⊕. C€

Passwords Highlight "Sign In" at the main menu and press Left or Right to access the Password op-tion. Enter any of the following passwords to unlock different features:

P W D T S T—Unlock all secret courses and se-cret vehicles except "Tow Jam" T W J M—Unlock "Tow Jam" vehicle

At the title screen menu, press R + Z to access

a cheat menu. Use the D-pad or joystick and the A button to enter any of the following codes; you should hear a signal when you press START to confirm each code. Once a code is in place, you can turn its effects on o off by pressing START during the game; you'll find a "Cheat Menu" option at the "Paused

THELINIVERSE—Allows you to access all of the

HAPPYHEADS-Unlocks all but one of the se cret characte

GOOFYGOOGOO-"Slime Mode" (all tracks are gooey) ICEPRINCESS-"Ice Mode" (all tracks are slip-

nerv) GOBABY-Maxed-out turbo meter 2TiME5-2X Turbo Mode (turbo boosts last

twice as long) NONSTOP-"Roll Mode" (constant turbo) SWOPSHOP—Randomly switches the charac-

SWOCHARDS—Renormly switches the chalacters accessories (hair, glasses, spikes, etc.)

ROLFHARRIS—Activates the black & white
"Pencil Sketch" mode
2ROKTOO—Activates "Dark City" mode, in

which the only lighting comes from the balls themselves MICROBALLS—Activates "Tiny Mode"

TOOMUCHPIE-Activates "Fat Mode" (for wider characters) and "Bomb Physics" (super jumping, no grappling) JUMPAROUND—Level Select (a "Go To" op-

tion at the "Paused" menu allows you to jump to any level at any time) ROMBERRALI - Just hombs

1HITWONDERS-Activates "Sudden Death" mode IMALLOUT—No weapons

NOGOODIE—Bomb pickups SIOOTSHOT—Blue Balls OIMY—Activates "Explosive Mode"

AND THE INFERNAL MACRINE Secret Passcodes

Choose "Options" from the main menu, then select "Passcodes." Enter any of the following codes at the screen that follows. You'll hear a camera shutter sound effect after entering a correct code.

FORGEOFF-Unlock all levels

C H E E S E I !- View development team photo R E A L H A R D-Harder difficulty

A N C | E N T-Unlock "Ancient Art" within the "Museum" item in the Options menu.

Secret Codes

At the main menu, select "Gold Cup." Next, select any empty file and enter any of the words below as your name at the screen that follows. For the "Gallery" code, a gallery of objects and tracks from the game will be displayed immediately after you enter the code correctly. You may press START at any time while in the gallery to return to the game All Gold Cup cars—YOU_DA_MAN Gallery—WOODY_COOKIE5

Big Head Mode

Wait for the words "Press Start" to begin flashing on the title screen, then press Ce C®, C®, C®, C®, C®, C®, C®, B, A, then hold the Z button and press START, you'll hear the announcer shout to confirm the code. Now start the game and all of the players on both teams will have huge heads. Secret Teams

(Note: Use the D-pad to enter the following code, not the analog stick.) Wait for the words "Press Start" to begin flashing on the title screen, then press Up, L, Up, L, Down, L, Down, L, Left, R, Right, R, Left, R, Right, R, B, A, then hold the Z button and press START, you'll hear the announcer shout to confirm you'll find a new group called "All Stars" with powerful all star teams from Europe, Asia, Africa, America and even a "World Stars"

ERNATIONAL SUPERSTAR SOCCER '98 Big Head Mode

Wait for the words "Press Start" to begin flashing on the title screen, then press C®, C®, C®, C®, C®, C®, C®, B, A, then hold the Z button and press START; you'll hear the crowd laugh to confirm the code. Now start the game and all of the players on both teams will have huge heads Secret Teams

(Note: Use the D-pad to enter the following code, not the analog stick.) Wait for the words "Press Start" to begin flashing on the title screen, then press Up, C⊕, Up, C⊕, Down, C®, Down, C®, Left, C⊛, Right, C⊕, Left, C®, Right, C®, B, A, then hold the Z but-ton and press START; you'll hear the announcer say, "World class!" to confirm the code. Now access the team-select screen: you'll find a new group called "All Stars" with powerful all-star teams from Europe, Asia. Africa, America and even a "World Stars

ICGRATH SUPERCROSS 200 Cheats Menu

At the main menu, press L, C®, L, C®, L, C® CO. CO. If you input the code correctly, a cheats menu will immediately appear.

Secret Codes

Each of the following codes is activated by choosing "Create a Player" from the main menu. When the "Personal Attributes" screen appears, enter "CODE" for the player's first name, then follow the instructions below to complete each sequence. Note that you should hear a signal to confirm each code and you will automatically return to the main menu after you've entered the last name in each of the following examples: For thin players, enter the name "CODE

TOOTHPICK". For flat, paper-thin players, enter the name "CODE STEAMROLLED".

 For thin players with huge arms and chests, enter the name "CODE THETICK". For thin players with huge heads and legs, enter the name "CODE WEEBLEMAN".

 For tiny players, enter the name "CODE LID-DIFLEAGUE*

 For invisible players, enter the name "CODE INVISIBLEMAN"

For players with large bats, enter the name CODE PHATTBATT

 For players with big feet, enter the name "CODE BIGFOOT". • For players with big heads, enter the name

"CODE BIGGHEDZ". To have the computer control both teams, enter the name "CODE CPLIVSCPU"

ILLER INSTINCT GOLD

When you turn the game on, wait for the demo to show one of the character biographies (where you see the vital statistics and character storyline). When this appears, press Z. A. R. Z. A. B. You'll hear a laugh to confirm the code. Now Gargos is a playable characte in all game modes except "Training" and "Focused Training". Bonus Options + Special Colors

As above, wait for the demo to show one of the character biographies. When this appears, press Z. B. A. Z. A. L. You'll hear a voice say, "Welcome!" to confirm the code. Now ac the Ontions menu and you'll find that the extra Level 1, Level 2 and Level 3 options have become available, just as if you had beaten the game at each of the first three difficulty settings. This code also gives you access to three special character colors. At the character select menu, press Up or Down repeatedly to see the available hues; instead of the standard seven colors, you'll find new gold, white

More Banus Options As above wait for the demo to show one of the character biographies. When this appears, press Z, B, A, L, A, Z. You'll hear a voice say, 'Perfect!" to confirm the code, Now access the Options menu and you'll find that the extra Level 1 through Level 5 options have become available. Secret Stans

and "stealth" shadow settings.

In two-player mode, have both players choose their fighters by holding Down and pressing C®; you'll fight in the secret Sky stage with Rare and Killer Instinct logos on the ground.

Big Gloves Made

In the middle of a game, press START to pause and press C®, C®, C®, C®, C®, You'll hear a bell ring five times quickly. When you unpause the game, the boxers' gloves will be biaaer. Big Head Mode

In the middle of a game, press START to pause nd press C®, C®, C®, C®, C®, You'll hear a bell ring five times quickly. When you un pause the game, the boxers' heads will be bigger.

Cheat Codes

From the main menu, select "Build." Then, from the "Build Driver" screen, select "New Racer." Enter the following codes as your name at the "Make License" screen, Remember, after entering the very last letter, press Down on the D nad instead of pressing a but ton. After entering a code, go straight to "Build Car" screen and create any kind of car.
As long as the driver with that name is still in your line-up of available racers, the code will be active

P G L L R D—Only red power-ups available PGLLYLL—Only yellow power-ups available PGLLGRN—Only green power-ups available RPCRNLY-Only grappling hook power-ups available

M X P M X-Highest power-up level always active FSTFRWRD-Faster game

N S L W J—Car doesn't slow down on rough FLYSKYHIGH—Flying turbo boost always

active N.W.H.I. S.-Remove wheels from car N C H S S S-Remove chassis from car

N D 8 V 9-Remove driver from car LNFRRM—Open mirror version of Rocket N M R C H T S—Disable all cheats

While inside any level during the game, press START to pause. When the "Options" screen appears, hold Z and press R, B, A, B, A, C®. C®, C®, C®, C®, C®, C®, C®. A new option called "Unlock Worlds" will appear; set this option to "Yes" and you will be able to change any world at the World Select screen. Note: If you can't get this code to work, hold Z and press any button at the pause menu, then try entering the code again; this should clear up the problem

MACE: THE DAKK AGE Play as War Mech and Ichiro

When the "Parental Advisory" screen appears just after you turn the system on, press Down, Right, Up, Left on the D-pad or joystick; you'll hear a signal to confirm the code. Now Gar the War Mech and Irbito will be selectable at

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the character-select screen, just above The Executioner and Lord Deimos. Play as Ned the Janitos

Enter the following code at the character-se-1) Highlight Koyasha and press START. 2) Highlight the Executioner and press START.

3) Highlight Lord Deimos and press START 4) Highlight Xiao Long and press Quick (A or B in the default control configuration). Bunny Slioners

Enter the following code at the character-se lect screen

1) Highlight Ragnar and press START Highlight Dregan and press START.
 Highlight Koyasha and press START. Now choose any character as usual. When the fight begins, both characters will be wearing pink bunny slippers.

Switch Faces Enter the following code at the character se-

lect screen: 1) Highlight Al-Rashid and press START. Highlight Takeshi and press START.
 Highlight Mordos Kull and press START. 4) Highlight Xiao Long and press START.

5) Highlight Namira and press START. Now choose any character as usual. When the fight begins, your opponent will have your

Chaose "Secret Codes" from the System Options menu, then enter any of the following codes to unlock secret features: DRBENWAY—Weird scoring rules PIGSKINSFLY—100 yard passes FIRSTIS20-20 yards to first down BETHEBALL—Ball Camera HAINSMOKER—Players Fatigue Quickly

M O O N 8 A L L—Super Jump E M C 2—Curved space-time G U I L L O T I N E—Floating heads PAINFUL-More injuries Q B I N T H E C L U B—The QB is in the club PICKEDOFE-Frequent Interceptions ROLLERJA M-Frequent fumbles REFISBLIND-Blind referee MICEANDMEN—David vs. Goliath M O J O-All 60s team S I D E B U R N S-All 70s team R E A G A N O M I C S—All 80s team T E A M M A D D E N—All-Madden team WEARETHEGAME-EASports team 5 H A R K A T T A C K-Tiburon team T E T A N U 5—Fantasy Team: Junkvard Doos 5 CARYCLOWN-Fantasy Team: Clow INTHEFUTURE—Fantasy Team: Industrials C O W B D Y S—Fantasy Team:Marshalls X M A S G I F T—Xmas Rush stadium 3 R I N G-Tib. Bros stadium

"Endiess Tetris" Stats

During a one-player game in "Endless Tetris" mode, press the A and B buttons simultane ously; you'll see the opposite side of the screen change from gray blocks to the normal playfield color. As you clear lines, colored bars will appear to indicate how many times you've scored a single, double, triple or Tetris.

W1LDWEST-Dodge City:Old West stadium MADDENSTEIN-Maddenstein Stadium

WEPUTITTHERE—Tiburon Stadium

ITSINTHEGAME-EASports stadium

FEATURING KEN GRIFFEY IS

At the main menu—the one with the spin-ning baseball that says "Exhibition/Season World Series/HomeRun Derby"—tap all four C buttons simultaneously, as rapidly as you can. You'll hear a signal to confirm if you're doing it correctly. Now choose "Exhibition" mode; you'll find two new teams in the "All-Star" division: Nintendo and Angel Studios See the Ending

At the stadium-select screen, tap all four C buttons simultaneously, as rapidly as you can. You'll hear a signal to confirm if you're doing it correctly. Now press the Z button; instead of entering the "View Stadium" mode, you'll see the team that plays in that stadium celebrating a World Series victory, followed by the

Code Entry Screen

At the main menu, hold L + R (or Z + R) and select the "Clubhouse" option. You'll access a secret "Code Entry" screen. Now you can enter any of the following codes to start at different levels:

0 E Q 5 6 1 G 2—1st Camp, Hyrule Cup 5 V W 6 B 9 0 6—2nd Camp, Hyrule Cup

KPXWN9N3-This code unlocks a special tournament mode. The password that you earn when you finish the tournament is not a continue passcode; it's used for verification purposes in a contest sponsored by Nintendo

Reverse Tracks

If you come in first and earn the Gold trophy in all four cups in the Mario GP 150cc mode you'll gain access to a new option that allows you to race all 16 courses in reverse Course Ghosts

Race on the Mario Raceway course in Time Trial mode until you get a total time o 1'30"00 or better. Once you've done this, you will be challenged by the "course ghost" Mario when you return to that course Trial mode. You must complete the course with a total time of less than 1'27"10 if you want to beat him. Press R at the title screen to show off your best time on the Mario Race way course

Race on the Luigi Raceway course in Time Trial mode until you get a total time of 1'52"00 or better. Once you've done this, you will be challenged by the "course ghost" Luigi when you return to that course in Time Trial You must complete the course with total time of less than 1'48"30 if you want to beat him.

Race on the Royal Raceway course in Time Trial mode until you get a total time of 2'40"00 or better. Once you've done this, you will be challenged by the "course ghost" Peach when you return to that course in Time Trial mode. You must complete the course with a total time of less than 2'38"00 if you want to beat her.

MARID PARTY Cheat the Computer

When playing in Adventure mode, you can temporarily take over any computer-controlled character to stop him or her from buy ing stars or stealing yours. When you see that opponent is getting close to a star, press START to pause, then press A to bring up the Settings menu. Choose "Controller Settings" and change your character to the "COM" setting, then select the character who is close to getting a star and assume control of him or her. Now you can force them to refuse stars from Toad or Big 800, then switch back to your original character when you're done. Earn Extra Stars + Coins
You can also use the "Controller Settings"

menu as described above to earn extra stars and coins when playing against computer-controlled opponents. When you're on the last turn of a game, connect controllers to all four controller ports (or use as many as you have) and assign any computer players to the extra controllers. When Toad tallies up what you've earned, he will include all of the stars and coins that were collected by any charac ter that's not being controlled by the computer at the end of the game and add them to the cumulative totals that are stored in the cartridge's memory.

Secret Ring Tournaments

From the main menu, select "Special Games," then select "Ring Tournament," Enter any of he codes below to participate in a secret cup: Blockhuster Cup-A R M 6 L O A R U Bowser Cup-N 2 4 K B Q N 2 F Donkey Kong Cup—M M 5 5 M Q M M J Luigi Cup—M 1 C 2 Y Q M 1 W Peach Cup-OF9XFQDFR Mario Cup—A 3 W 5 K Q A 3 C MarioTennis.com Cup-48 H W O R 48 2 Nintendo Power Cup-J 6 M 9 P Q J 6 U Watuigi Cup—L A 9 8 J R L A R Wario Cup—U O U F M P U O M IGN64 Tennis Cup-V 2 U F M P U Z M

Cheat Codes

Each of the following cheats can be entered while the game is paused. To deactivate a cheat, just enter that same code again: Super speed—C®, C®, C®, C®, C®, C®, C®,

Super jumping ability—Right, Right, Down, Up, Down, Left, Down, Down

Change vehicles—Down, Down, Up, Up, Right, Right, Left, Left (This code changes all the vehicles into one of the objects from the current stage. Enter the code repeatedly to change into different objects.)

Debug mode—Up, Down, Down, C⊕, C⊕, C⊕, C®, C®. With the Debug code in place, the following options become available:

• Press all four C buttons simultaneously to make all of the vehicles on the track explode . Hold Z and move the D-pad to tilt or rotate the camera angle

. Hold Z and press L or R to zoom in or out Hold Z and press C® to have the computer control your car " Hold Z and press C® to end the race with

you in first place!

When the "Enter New Name" notion annears after you select a new character, enter one of the following names for different effects; you'll hear a signal to confirm and you'll be

able to enter another name.
• Enter the name "MOGSLIFE" to give your self nine lives in Challenge Mode. Enter the name "3LIVES" to cancel this code.

" Enter the name "ALLTANKS" and you'll al ways play with tanks in multi-player mode which is pretty funny if you try to race on the pond. Enter the name "NOTANKS" to cancel

· Enter the name "WINTERY" to make snow fall instead of confetti when you win a trophy; enter "CDNFETTI" to cancel this code

At the title screen-when the words "Press Start" are flashing—hold L + A + C® + C® and press START to access a secret sound test

Secret Codes

Enter any of the following codes at the mis sion select screen; you'll hear Ethan speak each time you enter a code properly: Turbo Mode—C®, Z, C®, Z, C®

Big Feet Mode—C®, R, Z, C®, C® Kids Mode—C®, C®, R, L, Z Start with Uzi Sub Machine Gun—C®, C®,

CO CO R . Start with Mini Rocket Launcher-R. L. CO. C®. C® . Start with 9mm High Power Gun-R, L, C®,

CO. CO Start with 7.65 Silenced Pistol—CO. L. CO. CO. CB

INSTER TRUCK MADNESS 64

Enter the following passwords at the "codes" reen from the m BRPS-The Gut 8omb CFFNYN—Turbo mode WNT_T—Unlimited missiles Y R D R—All trucks become lownders 404564P8M→←DFC↑CV32KC-Access all Expert courses

Cheat Mer

Choose "Options" from the main menu, high light the "Continues" option, hold Run + Block (CR + CR in the default control config uration) and continue to hold them down. After about five seconds you will hear a sinis-ter laugh; after about five more seconds, a secret "Cheats" menu will appear. Turn "Endings" on and you will finish the game after defeating just one enemy; the remaining op tions allow you to perform fatalities with just Secret Characters

To access Noob Saibot and Goro, you must first access the cheat menu as described above. Next, enter one of the following codes at the character-select screen:

 Noob Saibot—Highlight the "Hidden" option at the bottom of the character-select screen, press any button to hide the cursor, then highlight Reiko and press Run + Block si multaneously

 Goro—Highlight the "Hidden" option at the bottom of the character-select screen, press any button to hide the cursor, then highlight Shinnok and press Run + Block simultaneously

When the "story" screens appear during the game's demo mode, quickly press C®, C®, A, B, C⊕, C⊕, C⊕. If you're fast enough, you'll hear Shao Kahn say, "Khameleon." Now Khameleon is a selectable character at the character-select screen. Play as Motaro

Choose any character, hold High Kick + Low Kick and point the D-pad or joystick away from your opponent before the battle begins.

When the fighters appear on the screen, you might change into Motaro. Note: This trick only works in certain stages, including the Wasteland and Jade's Desert.

Play as Shao Kahn

Choose a character, hold High Punch + Low Punch and point the D-pad or joystick Down before the battle begins. When the fighters appear, you might change into Shao Kahn. Note: This trick only works in certain stages, including the Rooftop and The Pit 3. Hidden Game #1

After playing SO consecutive games in twoplayer mode, you'll get to play a hidden game that's similar to Pong.

Hidden Game #2

After playing 100 consecutive games in twoplayer mode, you'll get to play a hidden game that's similar to Galaxian. Hidden Game #3

When fighting on The Pit stage, keep an eye on the moon in the background. If you see a shadow of any kind flying in front of the moon, press the Z button; if you do this, the winner of that match will get to play a hidden game that's similar to Space Invaders. This game also appears if you play 150 consecutive games in two-player mode Stage Select

At the character-select screen, highlight Sonya, hold Up and press START, then choose your character normally. A "Select Kombat Zone" option will appear before the fight, allowing you to choose the stage you'd like to fight in

Super Hard Mode

At the character select screen, highlight Kano, hold Down and press START, then choose your character normally. When the "Choose Your Destiny" screen appears, you'll find that all of the battle plans have been changed to make them much more challenging. The Novice" plan now includes three endurance matches instead of one, and the "Champion" plan starts with battles against Khameleon and Motaro-followed by a whopping eight endurance matches.

When the "story" screens appear during the game's demo mode, quickly press Down, Down, Up, Up, Right, Right, Left, Left on the D-pad. You'll hear a crunch sound to confirm the code. Now when you die in a one-player game, you'll find that the credit counter has been replaced by the words "Free Play Which indicates that you can continue as many times as you wish

Secret "More Kombat" Menu

When the "story" screens appear during th game's demo mode, quickly press Run. High unch, Low Punch (that's CP, B, A in the default control configuration.) You'll hear Shao Kahn say "Outstanding!" Now press START to access the Kombat menu, then hold Up and press START. When the main menu appears, you'll find a new option with a blue question mark: this cheat menu allows you to activate the stage-select feature, disable throwing, ac-tivate unlimited "run" meters, turn on "Bloody Kombat" and activate the two secret characters, Human Smoke and Khameleon Secret "Kombat Cheats" Menu

When the "story" screens appear during the game's demo mode, quickly press High Kick, Low Kick, Run, Low Punch, High Punch, High Punch, High Punch, Low Punch, Low Punch (that's C®, C®, C®, A, B, B, B, A, A in the default control configuration.) You'll hear a voice say "Ow-uh!" Now press START to access the Kombat menu, then hold Up and press START. When the main menu appears, you'll find a new option with a red question mark: this cheat menu allows you to activate Free Play mode, disable the Fatality times (giving you infinite time to do a finishing move), set one-round matches and more.

Unlock Bonus Cars

To access the two locked garages, you must beat each track in Championship mode to gain access to Match Mode, then race in Match Mode and defeat both the Hannya and the Dues cars. If you don't want to take the time to do this, you can access both cars with the following trick: Plug in two controllers and access "Vs. Race" mode. Choose "Machine", then—when the car select screen appears—highlight one of the locked garages and press B; the word "Selected" will appear to confirm your choice. Both players can choose the Hannya or Dues in this mode; even better, if you use this trick to choose one of the "locked" garages for Player 1, then exit "Vs. Race" mode after leaving the car select screen, you can choose "Championship",

"Time Trial" or "Free Run" mode from the main menu and the Hannya or Dues you chose in "Vs. Race" mode will still be selected.

Repeat Ending When you earn a gold medal in every event-including a "Championship Mode" gold medal-you will see an ending sequence with credits. If you ever decide that you want to see the ending sequence again, just access the "Awards" screen and press Up, Up, Down, Down, Left, Right, Left, Right, B, A.

Turbo CPU Opponent

Chose "One Player" from the main menu, then access the "New Name" option to enter your name as "A | 2 E Z 4 U ?". Note that this will not remain as your name if you enter the code correctly. Now start a new game with any level opponent and the computer will play at a super-fast speed.

Fast Mode Chose "One Player" from the main menu, then access the "New Name" option to enter your name as "2 FAST4 U". Note that this will not remain as your name if you enter the code correctly. Now start a game in one player mode; after a few minutes, you won't be able to keep up with the speed of the falling blocks.

Cheat Password Choose "Enter Password" from the mai menu and enter the code Left, Up, C®, C®, C®, C®, C®, Down. A cheat menu wi pear, allowing you to turn on unlimited lives and weapons, play as a monster or start at any stage

Secret Tracks

Enter any of the following codes at the "Choose a Track " screen

- Flagstaff—Hold the L button and press Left on the D-pad, then highlight "Mojave," hold the 2 button and press A.

 El Cajon—Hold the L and R buttons and press Up on the D-pad, then highlight "El Paso," hold the 2 button and press A. . Guadalupe-Hold the R button and press Down on the D-pad, then highlight "Vegas,"

hold the Z button and press A.

Secret Codes Enter the following codes at the "Secret Codes" screen Hitting turbo gives Super-jump—A L L J U M P Hitting turbo gives super-jump—A L L. Throw papers backward—B A C K W A R D Throw papers straight ahead—FRONTS Throw papers at 90" angles—SIDES View all newspaper headlines when you start training mode—H E A D L I N E Unlimited health-I N V I N Unlimited papers—N O B U N D L E Tirry paperboy—LITTLE Near-sighted paperboy—M A G O O Unlock all fevels—O B V I O U S Speed up the game—R U S H Slow down the game—W A K I N G Moon gravity (jump higher)—M O O N
All non-animated objects scream—S CR E A M Silly collision sounds-T H U N K Huge newspapers—S U N D A Y

Time clock is ignored—UNTIMED Uniock all Puzzles in Puzzle University

At the title screen, hold 2 and press A, B, R, A, A. B. R. A. You'll hear a special sound effect after entering the code correctly. Start from Lv. 50-99 in Marathon mode
At the title screen, hold Z and press B, A, L, L You'll hear a special sound effect after enter ing the code correctly. Unlock V Hard Game Level

At the "Game Settings" screen where you se lect your Game Level, hold Z and press L, L, A, B. "V-Hard" will appear on the screen after entering the code correctly Unlock S-Hard Game Level

At the "Game Settings" screen where yo lect your Game Level, hold 2 and press R. L. A. B. "S-Hard" will appear on the screen after entering the code correctly Play in Mewtwo's Stage

When you start a two-player game, at the "Trainer Select" screen, hold Z and press B, Up, L, B, A, START, A, Up, R. The game will imediately begin after entering the code correctly. Ash will be Player 1 and Mewtwo will be Player 2.

Unlock all Trainers

When you start a two-player game, at the Trainer Select" screen, hold Z + L + R on Controller 1 and Controller 2 at the same time. All the trainers will appear after entering the

Debug Menu Choose "Load" from the main menu; if you have a controller pak with Quake saves, press B to exit to the password screen; if not, choose "Do Not Use Pak" to get the pas screen. Now enter the password "QQQQ QQQQ QQQQ QQQQ"; you'll get a message that says "Invalid Password." Now access the Options menu and you'll find a new "Debug" option; this allows you to skip to any stage, become invincible ("God Mode") and more.

Multiplayer Codes Choose "Start" from the main menu, then se lect "Single" and "Load". If you have a con troller pak with Quake II saves, press B to exit to the password screen; if not, choose "Do Not Use" to get the password screen. Now enter any of the following passwords, then press B to back out of the single-player menus and start a game in multiplayer mode to see

S3T1 NF1N 1T35 H0TS—Infinite ammo 53TL DWGR V1TY ????-Low gravity

From the main menu, select "Quick Start then enter the password "FZJFTMRZGBR

O" at the following screen and press A. A. level select screen will appear. 255 Grenades

Whenever you have only one grenade of any type remaining, you can use this trick to give yourself 255 more. First, hold down Z to get ready to throw your last grenade. When the meter on the screen fills completely, let go of Z then immediately hold it down again. You must do this before the "Throwing Grenade" meter fills up. Keep 2 held down and in a fev seconds your grenade stock will be 255.

Stage Select At the main menu or character select screen hold the L button and all four C buttons for about three seconds until you hear a signal.

Now start the game. When the name of the first city appears, use the D-pad or joystick to warp to any stage. (You may have to press the A button first to bypass the Rumble Pak mes sage.) Press Left or Right to change cities and Up or Down to change countries; you can even access the secret levels

Secret Characters Choose "Password" from the main menu an enter any of the following codes to unlock extra characters: 5 M 1 4 N-Unlock George

5 4 V R S-Unlock Lizzie LVPVS-Unlock Ralph N 0 T 3 T-Unlock Myukus B 1 G 4 L-Unlock Purple Myukus 5 R Y 3 D—Unlock Noobus

Note that you can only have one of the three alien characters unlocked at any given time. Cheat Menu

Enter the password "B V G G Y", then Enter the password "B V G G Y", then access the Options menu; you'll find a new "Cheats" option that allows you to start on any stage with as many as 100 lives; it also has sound effects and movie test options.

Unlock All Cars & Tracks

At any time during a game, press B, A, Z, Z, B, L, A, C. You'll hear a special sound effect after entering it correctly.

Access Special Classes + Unlock All Boxers Enter any of the following passcodes at the "Name Your Gym" screen when you start a new game in Championship mode. You'll be able to begin the championship at the spec-fied class with all of the boxers available to

you. 8 R O N Z E—Bronze Class (in Arcade Mode Kemo Claw is also unlocked)
5 | L V E R—Silver Class (In Arcade Mode,

Kemo Claw and Bruce Blade are also unlocked)

-Gold Class (In Arcade Mode, Kemo Claw, Bruce Blade and Nat Daddy are also unC H A M P-Champ Class (In Arcade Mode, all boxers are also unlocked)

Cheat Codes

From the main menu, select "Load Game, then input any of the codes below. You'll au tomatically return to the main menu after en tering a correct code.

ibility-Down, Down, Down, Down, Left left Left L R R L CA CR Infinite Ammo-Up, Up, Up, Up, Right, Right, Right, Right, L, R, L, R, C®, C®
Play as Hunk—Up, Down, Left, Right, Left, Left, Right, Right, L, R, C®, C®, C®, C® Play as Tofu-Up, Down, Left, Right, Left Left, Right, Right, L, R, C®, C®, C®, C®

Secret Caddy Car From the main menu, select "Grand Prix." Then, play the Stage 1 course (Ridge Racer Novice). When the race begins, turn your car around immediately and run into the wall that was behind your car. If you're going about 60 mph or above, you'll drive right through it and race through a mirrored version of the course. Win the race on this mirrored course and you'll obtain the secret Caddy Car, which has the highest top speed of all the cars in the game.

Codes

Enter the following codes at the main mens You'll hear a special sound effect to confirm Unlock all levels and fast bikes-C®, C®, C®,

Unlock Scooter level—C®, C®, C®, C®, C®, L,

Unlock Cop Mode-Z, C®, C®, C®, Z, L, R, C®

Secret Codes

C®, L, R, C®, Z

At the Driver Select screen, press 2 to rename your character to any of the names below. Note the upper and lower case characters and spaces. You'll hear someone say "Congratulations!" after entering a correct code. Anyway—Race circuits in any direction.

Gimme ALL—Unlock all cars and circuits. fastBUCKS-Start with \$250,000

EasyMoney—Start with \$1,000,000, Trophies—Start with Oivision 2 and 3 tro phies. (Note the space before the "T") Smurfing-All voices become high-pitched. BigWheels-Cars have huge wheels Car Radio-Cars become tlny.

Setup Menu Cheats

Choose "Setup" from the main menu, then enter any of the following codes at the Setup

**50 Lives—Press Up, Up, Down, Down, Left, Right, Left, Right, C®, C®, C®, C®. • Level Select—Press Down, Up, C®, Down, C®, C®, Down, C®; you'll automatically re-turn to the main menu. Choose "Setup" again. and you'll find a new option that lets you start at any level.

"Game Boy Mode"-Press Up, Down, Right C®, Down, Up, Left, C®, Up, Down

• Demo Mode—Press Left, Right, Up, Down CO, CO, CO, CD, Left, Right, Up, Down, CO, CO, CO, CO, Laft, Right, Up, Down, CO, CO, C@. C®

Instant Power-Ups At any time during the game-not while paused-you can give yourself power-up items and weapons on demand. Just enter one of the codes shown below: do them quickly for best results. This can only be done five times in each stage. Shield—Down, Left, C⊕, C⊗

Two-Way Weapon—Up, C⊕, Up, C⊕ Three-Way Weapon—Right, Right, C⊕, C⊕ Four-Way Weapon—Down, Down, Up, C® Radiation Spray—Up, Down, C®, C® Speed Up—Left, Left, Right, Right, C® Flamethrower Weapon—Down, Right, Down,

Right, C® ET: ROBOT ON WHEELS

Secret Codes During games play, press START to pause, ther enter any of the codes below. You should hear a confirmation sound indicating the code was entered successfully All vehicles-Up, Down, Z, R, Left, Up, Do Left, Down, Down Heavier rocket—Up, Right, Right, R, Right, R,

Z, R, R, Up Low friction-Up, R, R, Left, Z, Z, Down, Left,

Up, Right

Low gravity-Z, R, Z, R, Down, R, R, Right, Right, R

Super Grab Field-Down, Left, Right, Z Down, Right, Down, Down, Down, Left Super Speed—Z, Right, Down, Up, Down, R

Up, Down, Left, Up

Cheat Menu Choose "Setup" at the main menu, then press L + R + 7 + all four C buttons simultaneously at the Setup screen. A new option called "Cheats" will appear. To activate one of the 27 cheat options at this menu, you must high light that item and enter the corresponding code shown in the list below. You'll hear a signal to confirm and you will then be able to toggle that particular cheat by pressing Left or Right on the D-pad

Car Collisions-Hold R, press L, C®, C®, C®, Ç®, Z

Gravity-Hold Z, press C®, C®, C®, C®, C®.

Cone Mines-Press L, R, L, R, L, R Car Mines—Press C®, C®, Z, C®, C®, Z, C®, C®

Burning Wreck-Hold C®, press Z, Z, Z, Z Track Orientation-Press C⊕, C⊕, C⊕, C⊕, CO CO CA CO

Auto-Abort--Press €®, €®, €®, €® Super Speed—Hold L + R, press C⊕, C⊕, C⊕,

C® Inside-Out Car—Hold C® + C®, press R, L, Z Damage—Press R, C®, L, R, C®, L Invincible—Press L, C®, R, L, C®, R Invisible Car—Press C®, C®, C®, C®, C®, C®, C®,

C®, C® Invisible Track-Press C. C. C. C. C. C. C. C. C®, C®, C®

Brakes—Hold C® + C®, press Z. Z. Z. Super Tires-Hold L + R, press C⊕, C⊕, C⊕, CO CO CO CO CO

Mass-Hold L+R, press C®, C®, C®, C® Suicide Mode—Hold Z, press C⊕, C⊕, C⊕, C⊕ Do the Dew!—Press C⊕, C⊕, C⊕, C⊕, L, R, Z Killer Rats-Hold L + R, press Z, Z, Z, Z Stunts-Hold all four C buttons and press R.

A, Z, L Resurrect in Place-Hold 2 and enter the following sequence: Hold C®, tap C®, hold C®, tap C®

Levitation—Hold R + Z, press C®, C®, C®, C® Game Timer—Hold Z and enter the following sequence: Hold C⊕, tap C⊕, hold C⊕, tap C⊕ New York Cabs—Press R, L, Z, C⊕, C⊕, C⊕ Frame Scale—Hold C⊕, tap C⊕, hold C⊕, tap

Tire Scaling—Hold C®, tap C®, hold C®, tap Fog Color—Hold Z, press C®, C®, C®

SCOORY DOOL CLASSIC CREEP CAPERS

Cheat Codes At any time during the game while you are in control of Shaggy (but not at the inventory screen or pause menu) enter either of the following codes using the C buttons and the Dpad:

Infinite Courage Meter—Hold Land press C⊕, C⊕, C⊕, C⊕, C⊕, Up, Right, Down, Left, Up, Left, Down, Right, Up, Down Skip to the Next Episode-Hold L and press

C®, C®, C®, C®, Up, Down, Up, Down, Right, Left, Right, Left.

Cheat Code

At the main menu—the one that says "Start / Lesson / Option"-carefully enter the following code: Press Down, Up on the analog joy-stick, then Down, Up on the D-pad, then C®, CO, L, R, Z, then Left on the D pad, CO, Up on the analog joystick, B, Right on the D-pad, C®, START; you should hear one of the char-acters vell. "Yeah!" as the screen fades to lack. This code unlocks the secret charact Singbin, three secret courses (Quicksand Valtey, Silver Mountain and Ninja Land) and a new "Special" board style in the Board Shop.

Cheat Code

At the title screen, carefully enter the follow-ing code: Press Z, B, C®, Down on the O-pad, Left on the analog joystick, Right on the analog joystick, Up on the D-pad, R, Z, A. This code unlocks the secret characters, the secret courses and a new "Special" board style in the Board Shop

Cheat Menu

Choose "Enter Cheat" from the main me and enter the passcode "BOBBYBIRD". This adds a new selection called "Cheats" to the main menu and the "paused" menu. The





cheats menu allows you to become invincible skip stages, access all weapons, unlock ali of the characters in multiplayer mode and more,

Alternate Introductions When the DMA logo appears at the begin-ning of the game, hold the A button to change the logo animation to a slightly different sequence. Hold the B button instead for a tonger logo scene. Stage Select

At the Bank Select menu, enter any of the following codes to unlock the game's levels Note: You must enter the codes quickly-and use the D-pad, not the analog stick.
Unlock all Euro Eden levels—Up, Down, L. Z.

Down, Up, Z, Down Unlock all Arctic Kingdom levels-Up. Down Z, L, Down, CO, Z, Down

Unlock all Jungle Safari tevels-Up. Down. L. Z, Down, C®, Z, Down Unlock all Desert Adventure levels—Up, Down, L. Z, Down, Left, Z, Down Unlock "Big Celebration Parade"—Up, Down

L, Z, Down, Right, Z, Down Unlock secret shoot 'em-up level-Down, Up,

Z, L, Down, Left, Z, Down

Cheat Codes

From the main menu, select "Special," then select "Cheat" from the follow this screen you may enter any of the follow-ing cheat codes. A special text message will appear each time you enter one correctly. Note the spaces in some of the codes. TRUBLEVR-Unlock everything LVLSKIPPER—Level select TURTLE—Invulnerable STICKYSTUF—Infinite webbing CLTTHMALL-Unlock everything in the Comic Collection

WHOSINTGM-Unlock everything in the Character Viewer SMESTORY—Unlock everything in the Slide Show

COV VEW—Unlock all game comic covers SYMBSPID—Symbiote Spidey costume SPTWOKNN—Spidev 2099 costume POWCOSMIC—Captain Universe costume LIMITED ED—Spidey Unlimited costume SPID INRED—Scarlet Spider soctume MISTERMJ-Peter Parker costume DA CLONE—Ben Reilly costume GTATNKFST—Quick Change costume

Passco des Each of the following codes can be entered at the Passcode menu that's accessible from the

LEC&FIVE-Unlock all levels DROIDEK A-Advanced shields PATHETIC-Unlimited lives OVERLOAD-All power-ups NASTYMDE-Makes the game more difficult

EWERDEAD-Expert mode (one hit de strovs your vehicle) DRJEKYLL-Terrain near the horizon

waves up and down R U A G I R L ?—Turns your vehicle pink KOOLSTUF-Unlocks an "Art Gallery" option at the Showroom menu WAKEUP-Unlock a "Concert Hall" option at the Showroom menu

M E M E M E !—View credits L O V E H U T T—Shows a photo of the game's

TALKTOME-Enables an "audio commen tary" soundtrack; you'll hear the developers talking about the game while you play

Cheat Menu

Choose "Tournament" from the main menu When the "Select Player" screen appears, choose any "empty" slot. When the "Please Enter Your Initials" screen appears, enter the passcode "RRTANGENTABACUS" holding the Z button and pressing L to select each letter. Note that this procedure is not the same as choosing letters with the A but-ton; if you hold Z and select letters with L your code will appear in much smaller letters in the lower left corner of the screen. Also, you must complete the code by continuing to hold Z as you highlight "END" and press L; the letters "OK" will appear in the corner of the screen if you've entered a code properly. With this code in place, release Z and enter your initials. Next, start a race and press START to pause. At the pause menu, press Left, Down, Right, Up on the D-pad; a new option called "Game Cheats" will appear, At

"Game Cheats" menu, use the loystick and D-pad to highlight the different options and change their parameters. You can make yourself invincible or "mirror" the track at this screen or even adjust the parameters that the game uses to determine when a collision will destroy your vehicle. Highlight "Edit Vehlcle Stats" and press A to access another menu that allows you to tweak the performance of every vehicle in the current race. Also, if you "Debug Level" option to anything but 0, you can also use the following commands at any time during a race:

. Hold Up on the D-pad to fast-forward Hold Down to reverse at high speed

 Press Right on the D-pad to self-destruct . Hold Left on the D-pad to make your vehicle

. Hold Z + Left on the D-pad to see an x-ray view of the current screen (this also works at the menu screens after and between races)

STAR COARS: ROIGUE SOUADRON

Secret Passcodes Choose "Passcodes" from the Options menu and enter any of the following codes to unlock different features: A C E-Higher difficulty A M E U S-Group shot of developers CHICKEN-Access bonus level

CREDITS—See the game's credits DEADDACK-Unlocks all stages at the Select Level screen D | R E C T O R-Enables "Showroom" menu

at the Options screen FARMBOY-Unlock Millennium Falcon at the "Select Your Craft" screen GIVEUP-Infinite lives

KOELSCH-Changes the V-Wing into an M A E S T R O-Enables the "Concert Hall" option at the "Showroom" menu

RADAR—Alternate radar TOUGHGUY—Finish levels with 0:00 completion time, all friendly saves and bonuses collected

TIED U P-With the "FARMBOY" code in place, highlight the Millennium Falcon at the "Select Your Craft" screen and press Up to access the TIE Interceptor

Unlock Naboo Starfighter
Choose "Passcodes" from the Options menu.
Enter the code "H A L I F A X ?" and select "Enter Code," then enter the code "I Y N G W I E I" and select "Enter Code" again. You won't get any confirmation that the codes have been accepted, but the next time you're at the "Select Your Craft" screen you'll see that the Naboo Fighter from Star Wars Episode I: The Phantom Menace has been permanently added to the list of available ships. See Developers' Heads

Choose "Passcodes" from the Options menu. Enter "HARDROCK", "BERGLOWE" or WUTZI" and select "Enter Code." if you start a game and then return to the title screen, you'll see that Luke's head will be replaced by one of the developer's heads!

Secret Codes

At the Select Event screen, Press C. A. prompt will appear that will allow you to enter any of the codes below. You'll get con firmation from the announcer after entering a correct code. If the code is incorrect, the an nouncer will say something negative, !lke "That just can't be fun."

N O C R 4 S H... The hikes never crash B 1 G B 1 K 3 5—The bikes are big G 1 4 N T S-Giants on mini-bikes M 3 R C V R Y-Mercury gravity V 3 N V S-Venus gravity M 0 0 N-Moon gravity M 4 R 5—Mars gravity

J V P 1 T E R-Jupiter gravity S 4 T V R N—Saturn gravity VR4NVS---Uranus gravity N 3 P T V N 3—Neptune gravity PLVT0—Pluto gravity

-Add hop button M 0 R 3 C 4 M S—Extra camera modes N 0 R 1 D 3 R 5—No riders on bikes H 3 4 D L 3 S 5—Headless riders BL0CKM3—Opponent riders get in your way

N 0 0 F F T R 4 C K—No more off track S K 1 P P 1 N G 0 K—No more getting reset B 1 G S P R 4 Y-Bigger dirt spray

Super Cheat Code

At the main menu—the one that says "New Game," "Load Game," etc.—press C®, C®, C3, C9; you'll hear Clark Kent say "This looks like a job for Superman!" to confirm the code. Now you can enter the following codes at any time during the game:
• To skip the current level, press START to

pause the game, then press €®, €® . To refill your energy meter, press START to

pause the game, then press Z, R To refill your super-speed ability, press START to pause the game, then press R, Z

To refill your freezing breath ability, press START to pause the game, then press Z, L To refill your heat vision ability, press START. to pause the game, then press R. L. " For super punching ability, press START to pause the game, then press L. Z.

At the main menu, enter the following code using the D-pad (not the analog joystick): Left, Left, Right, Right, Up, Down, Left, Right, Up, Up, Down, Down, Down, Down. A new menu item, "Cheats" will appear. After ente ing this menu, you can press Right and Left to cycle through the different lists of stages.

Secret Scene Choose "Single" from the main menu, then choose the "New Name" option and enter the name "VORTEX". Choose "OK" to confirm the name, then press and continue to hold the RESET button on the Nintendo 64. After about five seconds, you'll see an animated sequence with characters from the game being pulled into a vortex; the scene will repeat it self as long as you hold the RESET button

Secret Game Mode Choose "Single" from the main menu, then choose the "New Name" option and enter the name "LINES". A new game mode called "Lines" will appear at the bottom of the menu on the right side of the screen.

Choose "Single" from the main menu then choose the "New Name" option. At the name entry screen, hold C® + C® and press the L button; you'll see the numbers on the menu change to different characters. Use these new characters to enter the following "name" Saturn, Flying Saucer, Rocketship, Heart, Skull Now choose "Start" and enter the "Rescue. "Hide + Seek" or Puzzle" game modes; you can now choose any stage to start on.

Choose "Single" from the main menu, then choose the "New Name" option. At the name entry screen, hold €0 + €9 and press the L button as above to change the numbers on the menu to different characters. Enter the name "GaMEBOY" but use the alien head character in place of the letter "A". Now access the Audio options from any point in the game and you'll find ten secret music tracks that sound suspiciously like Game Boy tunes See the Credits

Choose "Single" from the main menu, then choose the "New Name" option and enter the name "CREDITS". You'll be taken immediately to the game's credits sequence.

At any time during gameplay, press START to pause the game, then hold down L and enter any of the codes below. You'll see the text on the screen shake from left to right upon entering a correct code. You may have to restart a game or back out to the main menu to see some codes' effects.

Slow motion—Down Down CA CE Left Fast motion—Right, Up, Down, Down, Up, Down High speed---C®, Left, C®, C®, Up, Down,

Add "Skip to Restart" menu item—C®, **C**⊛, C®, Up, Down 10 point stats—C®, C®, Left, Up, C®

13 point stats—C®, C®, Left, Up, Down Score x10—Down, Right, Up, Right, Up, Left, **C**(0) Obtain all tapes—C®, Left, Up. C@, C@, Right. Down, Up

Perfect balance—C®, C®, Left, C®, Right, Up, Girl's picture—CO CO CO CO CO CO

Each of the following codes can be activated by highlighting different options at the main menu screen and pressing the Z button at each one. Each time you enter a code correctly, you'll hear a sound and a smiley face will appear at the bottom of the screen. Unlock first bonus car—Highlight "Credits," then "Versus," then "Setup," then "Championship," then "Versus," then "Versus" again. pressing the Z button at each stop.

 Unlock second bonus car—"Championship
"Credits," "Versus," "Setup," "Versus," "Versus.

"Credits," "Versus," "Setup," "Versus,"
"Championship," "Setup, "then "Ciedits"

* Unlock third bonus car—"Versus," "Versus,"
"Championship," "Credits, "Championship,"
"Versus," "Championship," "Credits,"
"Setup," "Versus," then "Setup"

"Setup," "Vesus," then "Setup"
- Unlock all cars—"Credits," "Verdits," "Versus," "Credits," "Setup," "Championship," "Credits," "Versus," "Championship," "Credits," "Versus," "Ced.

"Setup," "Championship," "Versus, "Geo-its," "Championship" "Skip to Season 6—"Credits," "Setup," "Ver-sus," "Championship," "Championship," "Credits," "Championship," "Versus," "Setup," "Championship," "Credits," "Setup," "Setup"

Alternate credits—"Setup," "Setup,"
"Championship," "Versus"

Cheat Codes

Each of the following codes can be entered at any time during the game, but it's best to do them slowly and deliberately while you're at the menu screens before the race: Access all cars (except bonus cars)—A, Left.

Left, C®, A, Right, Z Access All Tracks (except Mirror Tracks)-4 Left, Left, Right, Down, 2

· Access Mirror Tracks-Right, Up, Left, C. Right, Down, Z

Access Milk Truck—Down, A, Right, Z, Right,

→ Heimet Car—Up, Up, Z, B, A, Left, Left
→ Access Ice Cube Car—C®, Up, B, Right, A,

C. A. Right · Access Beach Ball Car-B, B, A, Left, Left, C®, A, Right

* Access Mirror Cars—Right Un Left C® C® A, Right, Z. With this code in place, press C® at the Car Select screen to change any car into

a mirror-textured vehicle. Non-Blu Mode-B, Left, Right, Up, Left, Z, Right. This code turns off the N64's "bilinear filtering" effects, making the graphics appear to be more "pixelated."

Secret Codes

Enter any of the codes below at the main menu. You may disable a code by entering it a second time. For the Hi Res Mode code, an expansion pak is required, Hi Res Mode—C®, C®, Left, L, 1 Chubby World View—Z, C®, L, Up, Right

No Depth View-Z, C®, R, Up, Right Speed Warp View-Z, C®, R, Up, Right Speed Based Aspect Ratio-Z, CO, L, Up, Right Intoxicated Al Cars—C®, C®, Right, Right, No Damage or Failures-L, Z, START, Up, Up

Bouncy Cars-C®, C®, R, Up, Left Award 100,000 Sponsor Credits in support van--L Z START L L

Award maximum Championship Points in sup-port van—L, C®, Left, L, L Repair all car damage in support van—L, Z, R, L. START

Toxic Waste Dump—C®, C®, R, L, Up Volcano Valley—C®, Z, R, L, Down Upside-Down World—C®, Z, START, Up,

Spinning World—R, C⊕, R, Up, Right Real Hills—L, Z, Left, Up, START Shadow Racer—C⊕, Z, Right, Up, Z Tall Car—C®, Z, START, Left, Down Long Car-CP, CP, Right, Left, Left ant Car—R, C®, R, Left, Up No Tires-R. C.B. R. Down, Down No Tires—R, CØ, R, Down, Down Tires Only—C®, Z, Right, Left, Right Monster Tires—C®, C®, Right, Down, Up Cylinder Tires—C®, Z, Right, Down, Right Wobble Tire-R, CO, START, Down, Z

Level Select

At the main menu, press Up, Up, Up, Up, Down, Down, Up, Up, Down, Down, Down, Down, Down, Vou must use the analog joystick for the code to work. You'll hear a special sound effect after correctly entering it. When you start a new game, you'll be able to select any level.

Cheat Codes

At any time during the game, enter any of ollowing codes to affect the score, the ball/strike count or the number of outs:

- Three ball count—Hold L + R + Z and press
 Up, Down during the game
- Three outs—Hold L + R + Z and press Down, Up during the game
 Add one run to home team's score—Hold I
- Add one run to home team's score—Hold L
 R + Z and press C®, C®
- + R + Z and press C[®], C[®]

 Add one run to the visiting team's score—
 Hold L + R + Z and press C[®], C[®]

TUROK: DINOSAUR HUNTER

Cheat Codes

Choose the "Enter Cheat" option and enter any of the following cheat codes. If you've netred a code correctly, a confirmation message will appear and a new option called "Cheat Menu" will appear among the game's options. Each of the following codes can be toggled on and off at the main menu; they can also be accessed during the game (except "Gallery" and "Follow Credits".)

RBNSMTH—Invincibility
LKMBRD—Fly mode (use L and R to fly through the air; you can also walk through

walts)
TH S S LK S C L—Spirit Mode
C M G T S M M G G T S—All Weapons *
B L LT S R R F N D—Unlimited Animo *
F R T H S T H T T R L S CK—Infinite Lives
G R C H M—Big Head Mode *
D N C H M—Tiny Enemy Mode
LL T H C LR S T H T R N B—Party Colors
S N F F R T H S N B—Party Colors
S N F F R R—Disco Mode (enemies don't attack)

THBST-Gallery (view the characters)
FDTHMGS-Show Credits ***
NSTHMNDNT-Show Enemies (on the

CLITHIN MIN-Ouack Mode

map)
(* This cheat is also activated by the "RB-NSMTH" and "GRGCHN" codes.)

NSMTH" and "GRGCHN" codes.)
(** This cheat is also, activated by the "RB-NSMTH" code.)
(** This cheat is also activated by the "RB-NSMTH", "GRGCHN" and "DNCHN" codes.)

NSMTH", "GRGCHN" and "DNCHN" codes.)
"The Big Cheat"
At the "Enter Cheat" menu, input the code

At the "Enter Cheat" menu, input the code
"NTHGTHDGDCRTDTRK". This activates nearly all of the cheats described above
as well as allowing you to warp to any stage
or "boss" battle.

TURDK 2: SEEDS DE EVIL Cheat Codes

Chopes "Cheets" from the main meru, then enter any of the following code for different effects. Once you've entered a code, the Cheets menu will give you the option to turn that code's effects on or off.

HEERERS JU A Ne—"Juans Cheet"
A A H G O O—"Zach Attack Cheet"
ON LYTHE BEST—Warp to credits
B E W AR E O B L I V I D N I S A T H A N D—
Unlocks all cheets

TORDK 3: SHRODW OF OBLIVION

From the main menu, select "Secrets." Then, select "Enter New Secret" at the screen that follows. Here you may enter any of the passwords below. Because the password system uses only images, here are the words we'll use to describe each of the password characters are as follows, going left to right: 1st row: Bit (Green), Izard (Blue), Dragonfly

1st row: Elk (Green), Lizard (Blue), Dragonfly (Red), Frog (Yellow), Horse (Magenta), Bull (Teal)

2nd row: Bear (Orange), Bird (Magenta), Bug (Teal), Fish (Green), Bird (Purple), Wolf (Blue) 3rd row: Coyote (Light Purple), Owl (Yellow), Cougar (Pink), Snake (Red), Rubbit (White), Eagle (Green)

Invincibility—Bird (Purple), Fish (Green), Eagle (Green), Bear (Orange), Lizard (Blue), Rabbit (White)

All Weapons—Dwl (Yellow), Bear (Orange), Owl (Yellow), Bug (Teal), Bird (Purple), Dwl (Yellow) Unlimited Ammo—Fish (Green), Elk (Graen),

Bull (Teal), Snake (Red), Eagle (Green), Fish (Green) All Keys—Lizard (Blue), Dragonfly (Red), Bull (Teal), Bear (Drange), Wolf (Blue), Eagle

(Green)
Play Chapter 1—Frog (Yellow), Elk (Green),
Horse (Magenta), Dragonfly (Red), Wolf

(Blue), Rabbit (White) Play Chapter 2—Owl (Yellow), Owl (Yellow), Horse (Magenta), Elk (Green), Elk (Green), Elk

(Green)
Play Chapter 3—Dwl (Yellow), Rabbit
(White), Bear (Orange), Bug (Teal), Frog (Yel-

low), Cougar (Pink)
Play Chapter 4—Bear (Orange), Horse (Magenta), Bird (Purple), Eagle (Green), Horse (Magenta), Coyote (Light Purple)

Play Chapter 5—Bear (Orange), Dragonfly (Red), Horse (Magenta), Bear (Orange), Frog (Yellow), Elk (Green)

(Fellow), Elk (Green), Eagle (Green), Owl (Yellow), Fish (Green), Horse (Magenta)

Big Heads—Cougar (Pink), Wolf (Blue), Snake (Red), Rabbit (White), Lizard (Blue), Coyote (Light Purple)

(Light Purple)
Big Hands and Feet—Lizard (Blue), Lizard
(Blue), Dragonfly (Red), Horse (Magenta),
Lizard (Blue), Coyote (Light Purple)
Skinny—Horse (Magenta), Eagle (Green),

Skinny—Horse (Magenta), Eagle (Green), Snake (Red), Cougar (Pink), Bug (Teal), Fish (Green)

Shorty—Frog (Yellow), Frog (Yellow), Fish (Green), Bug (Teal), Wolf (Blue), Cougar (Pink)
Deathmatch Mannequins—Snake (Red), Bul!

Deathmatch Mannequins—Snake (Red), Bull (Teal), Snake (Red), Frog (Yellow), Bear (Orange), Elk (Green) Gasping—Dragonfly (Red), Bull (Teal), Rabbit

(White), Fish (Green), Eagle (Green), Bird (Purple)
Gouraud—Lizard (Blue), Fish (Green), Bug (Teal), Fish (Green), Wolf (Blue), Dragonfly

(Red)
Menu Madness—Rabbit (White), Dragonny
low), Horse (Magenta), Bug (Teal), Bear (Or-

ange), Bear (Orange) Clean Screen—Rabbit (White), Owl (Yellow), Lizard (Blue), Elk (Green), Fish (Green), Rabbit (White)

Credits—Eik (Green), Elk (Green), Elk (Green), Elk (Green), Elk (Green), Elk (Green) Pen And Ink—Cougar (Pink), Horse (Magenta), Elk (Green), Fish (Green), Cougar (Pink), Bird (Magenta)

Cheat Codes

Choose "Passcode" from the Options menu and enter any of the following codes to get different effects:

A _ M O O N _ G E T A W A Y—Reduce grav

LIVING_FOREVER—Invincibility
MIX_MATCH_CARS—Allows multiple
players to choose same vehicle, and to choose
vehicle belonging to enemy gang in twoplayer Duest mode

MISSILE_ATTACK—Enhanced missile
I_AM_TOUGH_GUY—Hardest difficulty leve!

G O _ R E A L L Y _ S L O W—Slow motion mode M A X _ R E S O L U T I O N—Ultra high-res

display mode FIRE_ND_LIMITS—No weapon delay when firing LEVEL_SHORTCUT—Unlocks Sand Fac-

tory and Secret Base levels
GANGS_UNLOCKED—Unlocks all vehicles except flying saucer
GIMME_DAALER—Unlocks flying

J T B T 7 C F D 1 L R M G W—Unlocks everything

Thirting POPULATION_OUT—After entering this code, select Arcade mode. Select a location, then choose your player. At the "Choose Enemies" screen, change the number for each enemy to ""; this will eliminate all of the enemies. Press A to accept and start the name.

LONG_SLIDESHOW—After entering this code, select "Game Status" from the Options menu and highlight any of the unlocked characters. Press A to activate an uninterrupted slide show for all of the characters. Once you activate the slide show, you cannot back out of it unless you switch off the N64.

VIGILANTE 8: 2ND OFFENS Secret Codes

Secret Codes
Secret Options' from the main menu. Make sure the cursor is on "Game Status," then press at hurke. Next, press the Land Robuttons at the same time. Wou'll then be able to enter a code at the bottom of the streen. You'll hear someone say "funkyl" after entering a code at the bottom of the streen. You'll hear someone say "funkyl" after entering a code at the other Watch all endings' correct code for the "Watch all endings' into the Watch all endings' contract code for the "Unlock Ultra seriod, you can switch to the Ultra resolution win the menu that appears while the game is assessed.

Unlock all characters—LLA KCOLNU Invincibility—ELBICHVINI Max. stats—LLA_DDRTOH Unlock Ultra rez (requires expansion pak)—GO_MAX_REZ Faster firing rate—RAPID_FIRE Slower gameplay—GO_SLOW_MO Higher suspensions—IACK_IT_UP Faster cars—MDRE SPEED

Heaviet can—GO_BAMMING.
Quikt Sart in Ascale Mode—QUICC, RAY
Play alone in Arcade Mode—HOME, ALONE
HOME—HOME—HOME, ALONE
HOME—HOME—HOME—HOME
HOME—HOME—HOME
Watch all endings—LONG_MOVE
Nowheel stackbrent icons—GNEVE_ONLY
Super missiles—BLAST_RRE
Artact enemies—VUNBER_FRE
Select same cars in multi-player—
MINEC_CARS

WAR GODS Fatalities

Ahua Kin—In close, 3·D, ↑ ↓ ↑ + High Kick Anubis—3·D, → ¼ ↓ ⊬ ← + High Punch + Low Kick Pagan—From 1/2 screen distance, ← → + Low

Punch
Tak—← ⊌ ♦ ≥ → + Low Punch + High Kick
Maximus—Hold 3-D, press → → + High Punch

Maximus—Hold 3-D, press → → + High Punch + Low Punch CY-S—From 1/2 screen away, ← ← + High Punch

Warhead—Far away, 3.D, \Rightarrow \forall \checkmark \leftarrow + High Kick Voodoo—From 1/2 screen away, \leftarrow \Rightarrow + Low

Vallah—In close, → → + Low Kick Kabuki Jo—At sweep distance, ← ᢞ ↓ → + Low Kick + High Kick

Play as Grox
At the character-select screen, quickly press
Down, Right, Left, Left, Up, Down, Right, Up,
Left, Left. You'll hear the announcer say, "All
to easy!" to confirm the code. Now press
any button to choose the highlighted character; Grox will not appear until the floth of

gins.
Play as Exor

At the character-select screen, quickly press Left, Down, Down, Right, Left, Up, Left, Up, Right, Down. You'll hear the announcer say, "All too easy!" to confirm the code. Now press any button to choose the highlighted character; Exor will not appear until the fight begins.

Infinite Continues
At the first War Gods title screen—not the
one with the "Start/Options" mean on it—
quickly press (c., GR, Right, A, B, GR, CR,
You'll see the screen finish and the amouncer
will say, "All too easy!" if you've retried the
code correctly. Now access the Options menu
and the continues of the options menu
and the continues of the options menu
and and the continues option; you'll
find a new setting called "Free Plays".

Cheat Many at the first war Gods title screen—not the one with the "Start/Options" menu on the outlook years slight, Right, Right, R. B. A. A. You'll see the screen flash and the amounted will say. "All to one spirit if you've entred the you'll find a new option called "Cheat Meniwith allows you to handicap either or advise an "End with a liber you within allows you to handicap either or advise an "End with a liber of the size of the

Secret Codes

WCW MAYHER

Enter any of the following passwords at the Pay-Per-View Password screen: P L Y H D N G Y S—Hidden wrestlers unlocked

locked

CB C K R M 5—Special area select

CH T A D B S T—Quest cheat enabled

DP LG N GR S—Dopplesyanger select enabled

N G G D Y N L N—Test Case 1 unlocked

PL Y N T R C L S C—Classic Nitro setting

P R N T M M N T M—Momentum print enabled

PR N T S T M N—Stamina print enabled

PRNTSTM N—Stamina print enabled MKSPRCWS—Bionic created wrestlers yKh # J \$= JQ L m F s—World War III @ Kc X K F = W ? | ^ p F—Starrcade r J P m B 6 I f M | k \$ B—Superbrawl td ^ p K R m Z - < yL—Halloween Havoc

MS KDLTLRY—Thursday Thunder (Enter the "Hidden wrestlers unlocked" password first)
2 J J h K X d J F m 4 k B—Uncensored PPV
Mode unlocked

9 J H k f y I B w f Q Q F—Spring Stampede

NINBACK

Enter these codes at the title screen, You must enter each one quickly before the screen fades out. You'll hear a gunshot sound effect just as the main menu appears if you've performed the code correctly.

Unlock Trial mode—Up, Down, Down, Right, Right, Right, Left, Left, Left, hold C® and press START.
Unlock Max Power Mode—L, C®, C®, C®,

CO, CO, CO, CO, CO, L+ START.
Unlock all characters in Versus mode—Up,
Down, Down, Right, Right, Left, Left,
Left, Left, hold CO and press START.

Main Menu Codes

Each of these codes can be entered at the "Game Select" menu; the screen will flash green to confirm proper code entry. To deactivate a code, just enter it again:

Unlock Pranha II team—Hold L + R + Z and press C®, C®, C®, C®, C®, C®, C®, C®
Unlock Velocitar track—Hold L + R + Z and press C®, C® C®, C®

press Cal, Cal, Cal, Cal, Cal Power-up weapons—Hold L + R + Z and press C⊕, C⊕, C⊕, C⊕, C⊕, C⊕, CB In-Game Codes

Tracel Colors

Each of these codes can be entered during a race; the screen will flash green to confirm proper code entry. You can also enter these codes while the game is paused; if you do so, you won't see the green flash until you unpause. To deactivate a code, just enter it senters.

again: Race doesn't end when timer expires—Hold L + R + Z and press C⊕, C⊕, C⊕, C⊕, C⊕, C⊕, C⊕, C⊕

Unlock All Teams & GT2 Cars

At the team select menu in Championship mode, enter the following code on Controller 2 (using the D-pad, not the analog) joystick): Z, Right, Z, Z, Z, B, C®, A, Right, START. Now all of the teams and their cars will be available. Unlock All Sydney Tracks

From the main menu, select "Championship." Next, select "New Game." enter "FROZEN-SKY" as your name. When you exit back out to the main menu, all the Sydney tracks will be available. Too View

During game play, press Up, Up, Up, A, Left, A, A, A. The camera view will immediately change after entering the code correctly.

Secret Cades

following codes:

At the main menu, press Right, Right, Left, Left, Right, Left, Right on the D-pad. You'll hear a special sound effect after entering it correctly. Next, enter any of the following odds:

codes:
Unlock Despair—C®, C®, C®, C®
Wholck Bunny Despair—C®, C®, C®, C®
Let Xena battle Gabrielle in Quest mode—C®,
C®, C®, C®

Unlock "Titan" difficulty level—C®, C®, C®, C®,

Battle Codes
At any time during a battle, hold down the
Target button (Usually A) and press Right,
Right, Left, Left, Right, Left, Right on the Dpad. You'll hear a special sound effect after
entering it correctly. Next, enter any of the

Invisibility—Strong Kick, Strong Kick, Strong Kick, Weak Kick, Target Ice Fighters—Strong Punch, Strong Punch, Tar-

Ice Fighters—Strong Punch, Strong Punch, Target Invincibility—Strong Punch, Strong Punch, Strong Punch, Weak Kirk, Weak Kirk, Weak

Strong Punch, Weak Kick, Weak Kick, Weak Kick, Target One-Hit Kills—Strong Punch, Strong Punch, Strong Punch, Weak Kick, Weak Kick, Weak Kick, Jump

Big Heads—Crouch Snow Fighters—Strong Punch, Strong Punch, Crouch

Los Stage—Weak Punch, Weak Punch, Weak Punch, Weak Kick, Weak Kick, Target Take Less Damage—Strong Punch, Strong Punch, Strong Punch, Weak Kick, Weak Kick, Weak Kick. Crouch

102 DALMATIANS: PUPPIES TO THE RESCUE

Garage-Bone, Bone, Paw, Tank Cafeteria-Domino, Bone, Key, Pay Cruellal-Toy, Bone, Bone, Bone

Stage 04-Medal, Medal, Player's Plane, Stage 08-Player's Plane, Enemy Plane, Enemy

Plane, Medal Stage 12-Bullet, Enemy Plane, Player's Plane, Player's Plane

Stage 16-Enemy Plane, Enemy Plane, Bullet, Enemy Plane

Stage 20-Player's Plane, Medal, Bullet, Player's Plane

Stage 24-Bullet, Player's Plane, Medal, Medal Stage 28-Medal, Enemy Plane, Medal, Enemy Plane

ACTION MAN: SEARCH FOR BASE X

Enter the password "7 I B I" to unlock all of

ASTEROIDS (Game Bay Color version)

Passwords Enter these passwords from the "Single Player" option under the main menu. PROJECTX—Unlock Excalibur ship QRTREATR-Unlock Classic Asteroids. The option to play Classic Asteroids will appear on

CHEATON X-Intock cheat menu Press SELECT in the middle of a game to activate the cheat menu. You'll be able to warp instantly to any stage. Also, setting "Hits off" to 001 will make your ship invincible.

USTIN POWERS: OH BEHAVEL Cheat Code-Platform Gar

Enter the code "RAT POISON" at the "FAB DOS" screen and press 8; you'll get a confir-mation message that says "Viva Las Vegas Baby, Yeah!" Now Austin is invincible in the 'Platform" mini-game.

Cheat Code—Mojo Maze Enter the code "SPEEDY" at the "FAB-DOS" Enter the code "SPEEDT" at the PAG-DUS screen and press 8; you'll get a confirmation message that says "Faster Mojo!" Now Austin moves much faster in the "Mojo Maze" mini-

Unlock Gifts

Enter "FAB-DOS" and enter any of the following cheat codes to unlock special sounds (for the "Sample Player" in the Programs menu), screen savers (under "Groovy Stuff") and wallpaper pictures (available from the "Back grounds" option at the Mojo menu). You must press B after typing each word. GRACE—"Moving Logos" screen saver CHRISTMAS—"Flowers & Evil" screen saver GET YOU ... "Evacuation 1" sound —"Evacuation 2" sound NO MOJO-"Goo sound" sound MAGPIE—"Peeing" sound IDIOT—"So who is he?" sound SPRINGER—"Elvis lives!" wallpaper SPRINGER— EIVIS INVEST Wailpaper
LOOK—"Foxy Felicity" wallpaper
TWO OF US—"Sausages" wallpaper
TEARS—"Hands Up!" wallpaper
SPACE—"Bust an O-Ring" wallpaper STEIN—"Fembot Vanessa" wallpaper CCTV—"Ivana" wallpaper

TEETHING—"Austin steam" wallpaper DOG—"Swallow's Eye" wallpaper AUSTIN POWERS: YIELCOM MY UNDERGROUND LAIR!

HANDS—"Driving" wallpaper

Cheat Codes Enter the code "INVINCIBLE" at the "EVIL DOS" screen and press 8; a confirmation message will appear. Now you'll have infinite lives in the "Mojo Maze" mini-game. Also: If you enter the code "125CC", Dr. Evil will move much faster in the "Mojo Maze" game, Unlock Gifts

Enter "EVIL-DOS" and enter any of the following cheat codes to unlock special sounds (for the "Sample Player" in the Programs menu), screen savers (under "Groovy Stuff") and wallpaper pictures (available from the "Backgrounds" option at the Mojo menu). You must press 8 after typing each word. GRACE—"Moving Logos" screen saver CHRISTMAS—"Flowers & Evif" screen saver MINI LAUGH—"Mini-Me Hehehe" sound TABLE---"Table Problem" sound HUG—"Hug" sound DOCTOR—"Evil Dr" sound SUPERVISOR—"The Boss" sound ANOTHER PLAN—"Plan 2" sound ELVIS—"Springer Evil" wallpaper FOXY—"Evil Look" wallpaper BANGERS—"Evil & Mini-Me" wallpaper STICKUP—"Evil Tears" wallpaper OIL RING—"Mini-me in space" wallpaper TASTY FEMBOT—"Evil-Stein" wallpaper IVANA YUM—"Evil CCTV" walipape DRIVING-"Mini-Me hands" wallpaper STEAM—"Teething" wallpaper

BATMAN: CHAOS IN GOTHAM

SWALLOW-"Alpha Dog" wallpaper

Race Through the City-Batgirl, Batcycle, Bat man. Batmobile

It's No Laughing Matter-Batman, Batmobile, Ratman, Batcycle The Greatest of Ease-Batcycle, Batcycle, Bat-

man, Batgirl Thru the Garden of Evil (Part 1)—Batmobile, Batcycle, Batgirl, Batgirl
Thru the Garden of Evil (Part 2)—Batmobile,

Batmobile, Batman, Batmobile A Venomous Plan-Batgirl, Batgirl, Batmobile, Batcycle

Next Stop: Danger—Batman, Batcycle, Batgirl, Batcycle 2 + 2 Equals Two-Face—Batcycle, Batgirl, Batoirl. Batman

BLADE

9711N?BKT?51G-Watch ending

BLASTER MASTER: ENEMY BELOW

E 6 C A D C K F-Area 1 E 6 D 3 D 3 K G-Area 2 E7C3D3KH-Area 3

E7 D 3 D 3 K I-Area 4 F 6 C 3 D 3 K O-Area S F 6 D 3 D 3 K R-Area 6 F7D3D3KT—AreaB

BOARDER ZOME

131095-Unlock Time Course 4 0 2 0 9 7 1-Unlock Time Course 5 2 9 0 7 7 1-Unlock Trick Course S 3 1 0 1 6 9-Unlock Slalom Course 5

BUFFY THE VAMPIRE SLAYER

G H 9 M R Y-See the ending

3 N K F Z 8-Episode 2 9 M D 1 W V—Episode 3 XTN 4 F7—Episode 4 5 B V P L 2-Episode 5 9 D 6 F 0 S-Episode 6 BNPXZ9-Enisode 7

BUST-A-MOVE MILLEHNIUM

Hidden" Puzzle Mode (Normal Field

At the title screen-while the words "PRESS START" are flashing-press A, A, Down, Up. A purple Space Invader will appear in the lo left corner of the screen to confirm the code

Now choose "Puzzle Mode" from the Stage Clearance menu and select "Normal Field" when the Mode Select screen appears, You'll be able to choose a new "Hidden Mode from the next screen; it has a completely new set of puzzles.

"Hidden" Puzzle Mode (Wide Field) At the title screen—while the words "PRESS START" are flashing—press Left, Right, B, B. A yellow Space Invader will appear in the lower left corner of the screen to confirm the code Similar to the "Normal Field" cheat above this code gives you the opportunity to select "Hidden Mode" when you choose the Wide field in Puzzle Mode.

Unlock All Secret Characters At the title screen-while the words "PRESS START" are flashing—press 8, A, B, Down. A blue Space Invader will appear in the lower left corner of the screen to confirm the code Now you will find eight additional characters loose from (including Bob, Dreg and Sonic Blast Man) in any game mode that has a character-select menu

BUZZ LIGHTYEAR OF STAR COMMAND

Enter the password "B V V B B" to gain access to Planet Z and all of the preceeding levels.

CARMAGEDDON Secret Password

Enter 0 Z 6 S Z D ⊕ V as a password to unlock all stages. You'll also start with the Abba Cab and 40,000 credits.

CARROT CRAZY

Stage Skip Choose "Ontions" at the title screen, then ac cess the Password option and enter the fol lowing sequence: Tazmanian Devil, Elmer Fudd, Daffy Duck. Now start the game. At any time during play, press START to pause, then press SELECT to warp to the end of the cur-

CHICKEN RUN Level Passwords

Enter the following passwords to start at any level you choose. See page 30 of the game's instruction manual to learn the names of the medals. If you don't have a manual, here are the names of the medals in order (press Down to advance through the list): Bronze, Cross Valor, Silver, Honor, Bravery, Crown, Diamond. Level 2—Bronze, Cross, Crown, Bravery Level 3-Diamond, Bravery, Honor, Bronze Level 4-Cross, Bravery, Bronze, Bronze Level 5—Crown, Diamond, Crown, Honor Level 6—Valor, Diamond, Cross, Silver Level 7-Honor, Valor, Cross, Bronze Level 8—Diamond, Silver, Cross, Crown Level 9—Honor, Valor, Bravery, Diamond Level 10-Bronze, Bravery, Cross, Bravery Level 11-Silver, Cross, Silver, Diamond Level 12-Bravery, Diamond, Cross, Valor Level 13-Silver, Cross, Bravery, Bravery Level 14-Valor, Crown, Valor, Valor Level 15-Bronze, Crown, Cross, Honor Level 16-Valor, Silver, Bravery, Bravery Level 17-Bronze, Silver, Valor, Diamond Level 18-Crown, Valor, Diamond, Silver Level 19-Cross Silver Silver Crown Level 20-Silver, Diamond, Valor, Bravery Level 21-Crown, Valor, Cross, Silver Level 22-Honor, Cross, Crown, Cross Level 23-Crown, Silver Cross Honor Level 24-Honor, Diamond, Valor, Diamond

Cheat Passwords
Enter any of the following codes at the password screen just as you would enter the stage passwords listed above. You'll hear a signal to confirm each code; note that it's different from the sound you hear when entering an ncorrect password (and Fowler will not say that he doesn't recognize the password), You can enter as many of these codes as you wish in order to combine their effects; you can also enter a stage password when you're done. Infinite time—Diamond, Honor, Cross, Crown Infinite chicken feed-Valor, Valor, Bravery,

Mr. & Mrs. Tweedy can't see you-Crown, Bronze, Honor Valor

Walk through solid objects—Cross, Diamond, Silver, Valor

Press SELECT while paused to skip stage— Honor, Valor, Bronze, Silver

EVEL KNIEVEL

Enter LASTSTAGE as your password, You'll get a message that says "Invalid Password!" and you'll be returned to the main menu. How ever, if you select "Start New Game" you'll be able to play the Snake River Carryon level immediately

GEX: ENTER THE GECKO

Choose "Password" from the main menu and enter the following code:

+++++ 111+-04 -++-

This password unlocks all of the gates so you can access any level. Remember: To make a solid arrow in the password, hold the B button and press the D-pad in the direction of the arrow. To make an outlined arrow, hold A instead.

GHOSTS 'N GOBLINS

Quest 1 Passwords L V K V V V B L—Level 2 Q 0 M V V V 1 H—Level 3 P 5 5 ♥ 7 ♥ B 4—Level 4 TJR ♥ 7 ♥ 2 h-Level S IJT♥7♥7L—Level 6 KDCWHWSH-Final bose Quest 2 Passwords GN♥♥K00H-Level 1 G N 1 ♥ 5 0 B J—Level 2 X 4 3 ♥ 5 0 M R—Level 3 LSSH 9 1 1 4-Level 4 D N 7 ♥ 9 3 ♥ 7—Level S X N 9 ♥ 9 3 3 3-Level 6 NBC♥K40N-Final boss

GODZILLA: THE SERIES

N C F R G J J B B K—Level 2 D M T F L S B F Q M-Level 3 PKDJMPLNPS-Level 4 KDQLHRNDCN—Level S DMJMBJRFFR-Level 6

GRAND THEFT AUTO Unlock Hidden Characters

Before starting a game, rename the character "KELLY" to "SUMNER," Many hidden characters will appear in the menu.

HOT WHEELS STUNT TRACK DRIVER

To unlock all of the tracks and the secret Twin Mill car, enter the password Up, Left, Down, Right, Right, 8

Living Room Passwords
Shadow Jet—Right, Up, Right, Down, Up, A Tow Jam—B, B, Left, Up, A, B Way 2 Fast—Right, A, Right, B, Left, Down Slideout—Down, A, Up, A, 8, B Twin Mill-Down, Left, B, B, Right, B Back Yard Passwords Shadow Jet-Right, B. A. Right, A. Right Tow Jam-Left, Left, Up, A, Right, Right Way 2 Fast—Down, Right, B. Right, Down, B. Slideout—Left, B. Left, Right, Down, B. Twin Mill-Up, B, Down, Down, Right, Left

FIRST GAMEBOY CO

At the time this issue went to press, the Game Boy Advance was not yet available in North America. Movever, we have been testing the first round of GBB games and we thought we d show you the very first Game Boy Advance codes we found. Please he wave that these codes were discovered in a PRE-VIEW copy of Tony Howk's Pro Skater 2 and it's VERY possible that they will not very on your copy of the game. If that's the case, wa're sorn, and we'll try to find out if there are different codes in the final version. However, we thingful it would be worth it to life you about the tony server thankers. However, we have been testing the first round of know about them! At any time during the game, GSR games and we thought over of show you the very press TEART to passe, then enter the following codes first Game Boy Advance codes we found. Please be at the "Paused" menu: aware that these codes were discovered in a PRE. Unlock Mindy-Hold R, press A, Left, Left, Up, VIEW copy of fony Haws's Pro Skater 2 and its VERY. Right, B, A, START VIEW copy of fony Haws's Pro Skater 2 and its VERY. Right, B, A, START VIEW copy of fony Haws's Pro Skater 2 and its VERY. Right, B, A, START VIEW copy of fony Haws's Pro Skater 2 and its VERY. Right, B, A, START VIEW copy of fony Haws's Pro Skater 2 and its VERY. Right, B, A, START VIEW control of the Skater VIEW copy of the Unlock's Stater Hold R, press Up, Up, Down, Games VIEW copy of the VIEW cop

because it the codes are sun your neighborhood to hely be the first person in your neighborhood to know about them! At any sime during the game press START to pause, then enter the following code:



ember: If the co es don't work it's not our fault!

Game Room Password Shadow Jet-Up, B, Up, Up, Left, A Tow Jam-Left, Left, Up, Left, A, Left Way 2 Fast-Right, Right, Down, A. Down, B. ut-Down, B, B, B, Right, Down Twin Mill-Right, Up, Right, B, B, Right Kitchen Passwords Shadow Jet-B, Left, B, Up, Up, Left m-Down, Up, Left, Down, Down, A

Way 2 Fast-Up, A, A, Down, Left, Up Slideout-A, A, Right, Right, B, Down Twin Mill-Right, Up, Right, Down, A, Right Barn Passwords Shadow Jet-Down, Left, Up, A, Up, Up

Tow Jarn-B, B, B, Left, Left, Up Way 2 Fast-Left, Up, A, B, B, Right Slideout-Right, Up, Left, Up, Left, Right Twin Mill-Right, Left, Up, A, Up, Down

MANES BOX

To play three different card games, choose a blank save spot at the Player Select menu. When the "Your Name" entry screen appears, enter "BJACK" to play Blackjack, "BACCR" to play Baccarat or "REDOG" to play Red Dog.

RichX (Control there Exploir vierseen) Passwords

Yellow alien, pillar, pillar, red circle-Wave 1, 6 or 11 Red circle, yellow alien, blue square, yellow

alien-Wave 5 completed Yellow alien, yellow alien, blue square, green alien—Wave 10 completed

Green diamond, vellow alren, green alien, green diamond-Wave 15 completed Green diamond, blue square, green diamond, green alien-Wave 20 completed Pillar, yellow alien, blue square, pillar-Wave

25 completed Green alien, red circle, pillar, pillar-Wave 30 completed

Red circle, red circle, yellow alien, yellow alien-Wave 35 completed Pillar, green diamond, green diamond, red dr

cle-Wave 40 completed Yellow alien, green diamond, red circle, pillar-Wave 45 completed

Blue square, green diamond, yellow alien. blue square--Wave 50 completed Prilar, blue square, blue square, yellow alien-Wave 55 completed

Red circle, blue square, red circle, green alien-Wave 60 completed Red circle, green diamond, green diamond,

green alien-Wave 65 completed Red circle, blue square, blue square, pillar-

Wave 70 completed Green alien, green allen, yellow alien, red circle-Wave 75 completed

Pillar, red circle, red circle, pillar-Wave 80 completed

Blue square, green alien, green diamond, red circle-Wave 85 completed Yellow alien, green alien, red circle, green di-

amond—Wave 90 completed Pillar, pillar, green alien, blue square-Wave 95 completed

Pillar, yellow alien, green diamond, green diamond-See the credits Blue square, pillar, green diamond, green

alien-Read the "story of Klax" Yellow alien, pillar, pillar, green alien—Read the real story of Klax Green alien, green allen, red circle, blue

square—Mini-game (programmers' heads) Red circle, green diamond, blue square, green alien-Mini-game "Snake" Green alien, green alien, blue square, green alien--Mini-game "Fürd Herder"

Stagecoach-Dog, Prospector, Horse, Luke

Horse Painful Guich-Dog, Dog, Prospector, Prospec tor. Luke Train-Luke, Horse, Horse, Prospector, Luke

Salpon-Horse, Prospector, Horse, Prospector, The Prairie—Prospector, Luke, Luke, Dog,

Horse Buffalo-Dog, Horse, Luke, Prospector, Prospecto

Ranch-Luke, Horse, Dog, Prospector, Dog Rapids—Horse, Horse, Luke, Dog, Prospector Cheyenne Mountains-Prospector, Dog, Luke, Horse, Dog Tornado-Luke, Luke, Dog, Prospector, Horse

Jail-Dog, Horse, Luke, Prospector, Dog.

MESSES ARRES MADNESS

The Warehouse, part two-Green, Blue, Yellow, Red, Yellow, Yellow

The Conveyors, part one—Green, Blue, Green, Red, Green Yellow

The Conveyors, part two-Red, Yellow, Orange, Yellow, Brown, Blue Conveyors, part three—Brown, Gree Red, Blue, Orange, Blue

MARY KATE & ASSOCIATION

M H N T G F-The Case of the Missing N L B R T C-The Case of the Rock & Roll Mys

R G T M N L—The Case of the Green Ghost FBLHCH-The Case of the Summer Camp Caper

WENGWELLICK THE SER

2 7 1 0-Manhattan

1 B 0 7—Sewers 0309-Aerodrome 2 7 0 5-Rooftops

3.1.0.7—Forest

1943-Game ending Zoom Mode

Choose "Access Codes" from the Command Center menu and enter the code 0 6 0 1; you will get an error message. Now press START to return to the Command Center and start a new game. At any time during the game, hold the SELECT button and you can use the D-pad to make your character fly through the air to any part of the current stage. Stage Skip
Choose "Access Codes" from the Command

Center menu and enter the code 2 4 0 9; will get an error message. Now press START to return to the Command Center and start a new game. At any time during the game press START to pause, then press SELECT; you will be warped immediately to the end of the stage.

nite Lives in Moon Patro

At the title screen, press Up, Down, Left Right, Up, Down, Left, Right, Up, Left, Dov A; you'll hear a signal to confirm the code Start Spy Hunter with All Special Weapons title screen, press Up. Down, Left Right, Up. Down, Left, Right, Up. Left, Down 8; you'll hear a signal to confirm the code

At the difficulty select screen, press Up of Down to change the number of credits displayed at the top of the screen; you can start Kombat Codes

At the "Enter Kombat Code" screen just be fore a fight, enter the following codes using the D-pad. The numbers represent the num ber of times you have to press Up to change the symbol in each box. You can also advance through the icons in reverse order by pressing Down. For example, to unlock Reptile as a playable character, enter the code 192-234 as follows

1) Highlight the first icon box, press Up once Highlight the second icon box, press Up nine times (or Down once).

3) At the third box, press Up twice 4) At the fourth box press Up twice

S) At the fifth box press Up three times.

6) At the last box press Up four times. You'll get a message to confirm proper entry of each code

192-234-Unlock Reptil 205-205-Fight against Reptile

0 0 1 - 0 0 1—Unlimited Run 9 8 7 - 1 2 3-No power bars 1 0 0 - 1 0 0—Throwing disabled

0 2 0 - 0 2 0—Blocking disabled 6 8 8 - 4 2 2—Dark Kombat 9 8 5 - 1 2 5-Psycho Kombat

3 3 3 - 3 3 3—Randper Kombat 000-707-Computer starts with 1/4 life 7 0 7 - 0 0 0-Player 1 starts with 1/4 life

0 0 0 - 0 3 3---Computer starts with 1/2 life 0 3 3 - 0 0 0---Player 1 starts with 1/2 life

D D M M N N-Adventure Park NNRRGG-The Living Room CCLLR 5-Volcano Underpass J M P P R-Mean Streets S W W T C H-Ice Scream

Passwords ISEPW-Level 2

QGHXB-Level 3

From the main menu, select "Load Game" to enter the password input screen Remember all passwords read clockwise starting from the topmost letter on the screen. Hold A while entering it to see what you are doing. 1 P W K 4 7-Break-in at the O'Connell Man

K 3 J 1 7 8—The Rescue X 5 0 N 0 C-Bus Getaway N 0 N 1 F 1—Canyon Cha B 4 S 6 L 7-Arrival at the Oasis 1 4 4 W 8 8—Into the Pyramid R D V 0 1 1-Final Escape 64P51T-Ending

KTHZTRYW-Jungle Track 2 PXMMZCHW—Jungle Track 3 TYGNDPTS--Jungle Track 4 LYMTHXRS—Egypt Track 1 ZTC5MGZW-Egypt Track 2 D Y C L N S D R-Egypt Track 3 DTDWWYDZ—Egypt Track 4 CNCMCCML—Europe Track 1 D S T Z L C T Y-Europe Track 2 N H K M Z R X Z-Europe Track 3 LSCLLLZS-Europe Track 4 LTNTHHCX-St. Petersburg Track 1 W H X S S T N T—St. Petersburg Track 2 NYLWNDSW-St. Petersburg Track 3 PGPMWKPY-St. Petersburg Track 4

CBTHPM-The Case of Volcano Myst GM OT CK-The Case of the Haunted Camr L H D D O J-The Case of the Fun House Mys M D G K M O-The Case of the Hotel Who

Done-11

06267545-Play as the Midway Blit 0 0 6 0 6 7 4 4-Play as the Emergyille Eclipse Secret Code

Choose "Exhibition" from the main menu and choose a team. When the "Vs." screen appears, enter any of the following codes to get different effects: Infinite Turbo—START, START, START, START,

START, B. A. A. A. A. A. Un No Fumbles-START, START, START, START, B, R A A A Down

Invisible Receiver—START, START, START, START, B, B, B, A, A, A, Up No Pointer—START, START, START, B, B, B, A, A. A. Left

Start in Overtime-A, A, A, A, A, A, Up Parking Lot Field-START, START, START, B, B, A A A Down Space Field-START, START, A. A. Right

Night Game—START, START, B, B, A, A, Right Predator Mode—START, START, START, START, START, B. B. B. B. B. A. Up

Super Jump

When Abe is jumping, press the START but to pause the game while he's still in mid-air. After you unpause, Abe will jump again, doubling the height (or length) of his original jump. You can continue to extend the same ump as many times as you want with the proper timino work

J C B C M-Level 2-0 J M B C C-Level 2-1 J M C C B-Level 2-2 JPCCD-Level 2-3 LT C C I-I evel 2-4

C C 5-Level 2-9 SBCCT-Level 2-5 T B F C Q-Level 2-7 TBKCL-Level 3-1

TBTCB-Level 3-2 TBTDC—Level 3-3
TBTBT—Final Level

5 W N G R B T 5—The Wilderness

FLTYWTRS-Underground Caverns G N G D W N-The Volcano THHRNG-The Prison 1 8 N G D N S D-The Prison 2 5 W PN G B L W-The Scourge

KPGXH4T8--Stage 2 CMQZB6R1—Stage 3 JWDLF7K5-Stage 4 TGNDX3V9—StageS HFSBD2M6-Stage 6 D 7 | R | 1 W 4--Stane 7 BPXCV7Z3—Stage B S.D.I. F.T.R.G. 2-Colors of the Wind R W H J X 9 Z 5-Stage 9 M V N G B 4 C 6-Stage 10 K C Q T D 3 W 1—Stage 11 T 8 P R G 5 H 8—Stage 12 Q F C M X 2 8 9-Stage 13 VDHK56L7-Stage B N J H Z 1 R 9-Stage 15

"Rocket Game Corner Tips Slot Machines—Watching the reels carefully can increase your odds of getting a match. For example, watch for a particular in number to scroll by, and hit the A button as soon as it appears for each reel. The chances of you lining up another image is fairly high, as long as you don't get dizzy staring at the tiny Game Boy screen. Although it's claimed that the slot machines inside this casino have different odds, watching the reels works on

· Secret Coins-After speaking to the other people in the casino to get coins, you can find secret coins lying on the floor of the Game Corner by moving around and pressing A. Evolution Tip

all of them.

Some Pokémon can only be evolved through the use of elemental Evolution Stones. It is a bad decision to evolve your Pokemon right away, since there may be some attacks it can only learn in its Basic Evolution stage that it would never learn if you evolved it right Hidden Machine Tirs

 Hidden Machines, or HMs, are permanent. If you teach them to one of your Pokémon, they will never forget it; therefore, don't teach weak HM skills like "Cut" to a Pokémon you intend to use as part of your main party. . HM 01 (Hidden Machine 01): Cut-When

you use Cut in a grassy area, you will clear away four squares of grass. Using this method is one way to avoid random encounters with wild Pokémon Master Rull Tin

The Master Ball is an ultimate Pokéball that can capture any Pokémon instantly. It can only be used once, so don't waste it on a com-Pokémon. It should be saved so it can be used to capture Mewtwo or one of the three Legendary Birds. Fight Mewtwo

In order to fight Mewtwo, you need to gain access to the Unknown Dungeon. You must defeat the Elite Four before the man blocking the entrance will allow you through. Also you must NOT reset your game after you've beaten it Wait for the credits to finish, then go back to the Start screen by pressing A. Fly to Cerulean city, then use a Pokémon that knows Surf to get to the Unknown Dungeon, which lies to the northwest of Cerulean city. Right before you fight Mewtwo, save your game. That way if you lose or if Mewtwo faints, you can quickly reset the game. You should also do this before fighting other "one-time-only" Pokémon like Zapdos, Articuno and Moltres When you fight Mewtwo. either use the Master Ball immediately or use sleep attacks and a lot of Ultra Balls. Quick Experience Gain

If you have a group of strong Pokemon with one weak Pokémon, you can level up your weak Pokémon quickly by letting it share experience with a stronger one. Put the weak Pokemon at the top of the list so it always ones out Into battle first. Switch it immedi ately with a strong Pokemon and the two will split the experience points in half. This is a good way to level up Pokemon like Magikarp, which are useless before they evolve. Rare Candy Tip

Gaining levels by using Rare Candy on your Pokémon is not as effective as leveling up vour Pokémon normally. Pokémon who legitimately gain experience improve their statisre dramatically than Pokémon who only used Rare Candy, so it's not a good idea to use a lot of Rare Candy on one Pokemon at once, since it will be weaker than other Pokémon that are the same level. Increase Stats

Use one of your Pokémon in battle until all of its PP for one move is depleted. Take it to a Paké Center to store it in Bill's PC, then imr diately take it out again. Heal your Pokémon at the Poké Center, then check its statisticsyou'll find that some of its attributes have slightly Increased. This occurs even if you're using a Pokemon that's already at Level 100.

July 2001

KEMON SPECIAL PIKACHILI POLITICI

Level Up Pikachu

When playing Pokémon Yellow, your starting Pikachu will obey you no matter what level he ow many badges your character has earned. Knowing this, one quick way to blaze through the game is to trade your starting Píkachu into another Pokémon game tha you've already finished and quickly level Pikachu up by having him lead off during bat-tles in the Elite Four tournament, When you trade him back into Pokémon Yellow, you character will have no trouble controlling him. even if his levels are maxed out and you haven't earned a single badge. This only works with your Pokeman Yellow starting Pikachu (the one that follows you everywhere).

Bucket-Head Pikachu Pikachu trails behind your character duri the game, and you can turn around and "speak" to Pikachu to get a graphic represer tation of what's on his mind. When you take Pikachu fishing, maneuver your character so you're standing beside Pikachu, After fishing, turn to speak to Pikachu and he will respond with a bubble over his head with a picture of a fish in it. Zoom in on Pikachu and you'll see that he's put your fishing bucket on his head!

FOREMON PUZZLE CHALLENGE Extra Difficulty Levels in 1P Challenge Mode Choose "Challenge" from the "1 Player" menu; at the "Game Lvl." screen, highlight "Hard," hold SELECT and press A to unlock

the "S-Hard" difficulty option, Highlight "S-Hard," hold SELECT and press A again to unlock the "Intense" difficulty setting

Extra Options

Choose "Options" from the main menu, then hold SELECT and press A; you'll hear a chime Now press Down to find seven new items at the Options menu, including a garbage limiter, an option to change the "slow" speed and the ability to toggle various game sounds on or off

View Chain Stats At the main Records menu, hold SELECT and press A; a new menu screen will appear that lets you view more detailed stats about the chains you've created

THE POWERPUFF GIRLS: BAD MOJO JOJO

Choose "Enter Secrets" at the main menu and enter any of the following codes to unlock

various features ANUBISHEAD (or TARGETGAME)-Unlock the *Professor Utonium* trading card

SNOWPOKE (or GAMESTOP)-Unlock the "Sara Bellum" trading card ZORCH (or BESTBUYPWR)—Unlock the

"Brick" trading card DOGGIEDO (or EBWORLD)-Unlock the "Row

dyruff Boys" trading card FIZZAT (or SEARS)—Unlock the "Princess"

trading card TOYSTOWN (or CITYRULES)—Unlock the "Powerpuff Girls" trading card

ROACHCOACH-Unlock the "Roach Coach"

TOYSRUSCOM-Unjock the "Volcano Moun trading card TOWNSVILLE-Unlock the "Utoniun Chateau* trading card

SEDUSA—Unlock the "Sedusa" trading card GOGETBUTCH—Unlock the "Pokey Oaks School" secret level

DUSTBOOMER-Unlock the "Townsville Art CHERRY-Unlock the "Unlimited Red Chemi-

LICORICE-Unlock the "Black Chemical X"

IGOTWINGS-Unlock the "Unlimited Flight"

DOGMODE--Unlock the "Unlimited Lives"

GIRLPOWER-Unlack the "Unlimited Super Attack " cheat CHEMICALX-Unlock the "Buttercup Graphic

BOOGIFMAN-Unlock the "Bubbles Graphic"

USESNIPS-Unlock the "Boomer Graphic"

BESNAILS—Unlock the "Butch Graphic" cheat TAILSRULE—Unlock the "Brick Graphic" cheat BROCCOLOID-Unlock the "Mayor Graphic"

BILLSGIRLS—Programmer's message + secret

RICHARDKIM—Error message + secret photo

THE POWERPUFF GIRLS: BATTLE HIM Secret Codes

Choose "Enter Secrets" at the main menu and enter any of the following codes to unlock

TOYSTOUGH (or TARGETPUFF)---Unlock the "Mayor" trading card

RUFFBOYS (or BIGBILLY)-Unlock the "Talking Dog" trading card ICEBREATH (or BESTBUYHDQ)-Unlock the

"Roomer" trading card FLEETFEET (or GOTOSEARS)-Unlock the "Utonium Family" trading card HOTLINE (or ELBO)---Unlock the "Boogieman"

TALKINGDOG (or TOYSPOWER)-Unlock the "City of Townsville" trading card MRSBELLUM (or RICHMONDVA)—Unlock the

"Rainbow the Clown" trading card MALPHS—Unlock the "Townsville Art Mu-

seum" trading card PRINCESS-Unlock the "Townsville City Hall" trading card POWERPUFF-Unlock the "Evil Cat" trading

GOGETBUTCH—Unlock the "Townsville Skies" BEATBRICK-Unlock the "Utonium Chateau"

secret level CANDYAPPLE-Unlock the "Unlimited Red Chemical X* cheat

MIDNIGHT-Unlock the "Black Chemical X" rheat JETFUEL-Unlock the "Unlimited Flight"

UNDEAD-Unlock the "Unlimited Lives" cheat PHONECARD-Unlock the "Unlimited Super

Attack * cheat MISSKEANE-Unlock the "Blossom Graphic" cheat

LUMPKIN5—Linlock the 'Buttercup Graphic' WANTSNIPS--- Unlock the "Boomer Graphic"

SNAII SIAM-Unlock the "Butch Granbic"

ITOOKTAILS---Unlock the "Brick Graphic" MCCRACKEN-Unlock the "Mayor Graphic"

BILLSGIRLS—Programmer's message + secret

RICHARDKIM—Error message + secret photo

Secret Code

Choose "Enter Secrets" at the main menu and enter any of the following codes to unlock various features:

TOYSCIENCE (or TARGETPOWR)-Unlock the "Little Arturo" trading card TOYSMAGIC (or GRUBBER)—Unlock the 'Grubber' trading card

SQUID (or BESTBUYPUF)-Unlock the "Snake" trading card

KABOOM (or EBSTORE)-Unlock the "Big Billy* trading card FLEETFEET (or SEARSRULES)—Unlock the "Ms.

WUNK (or GOCIRCUIT)-Unlock the "Ace" rading card ROWDYRUFFS-Unlock the "Butch" trading

card RZONE-Unlack the "Fuzzy Lumpkins" trad-

MOJOJOJO-Unlock the "Broccloid Emperor" trading card AMOEBABOYS-Unlock the "Townsville

Dump" trading card BEATBRICK—Unlock the "Utonium Chateau" ecret level

DUSTBOOMER-Unlock the "Bonsai Garden" RUBIES-Unlock the "Unlimited Red Chemical

FRONY-Unlock the "Black Chemical X" cheat IFLYINSKY-Unlock the "Unlimited Flight"

QUICKENED-Unjock the *Unlimited Lives*

POWERCALL---Unlack the "Unlimited Super POKEYOAKS-Unlock the "Blossom Graphic"

UTONIUM---Unlock the "Rubbles Graphic" SNIPSFORME-Unlock the "Roomer Granbic"

LIKESNAILS .-- Unlock the "Butch Graphic" GOTMETAILS-Unlock the "Brick Graphic"

OCTIEVIL-Unlock the "Mayor Graphic" cheat BILLSGIRLS--Programmer's message + secret

RICHARDKIM—Error message + secret photo BILLHUDSON-Unlock all trading cards, cheats and secret levels

PRINCE OF PERSIA

0.5759075-level 2 2 B 6 1 1 0 6 5—Level 3 9 2 1 1 7 0 1 5—Level 4

B 7 0 1 9 1 0 5-Level 5 4630B135-level 6 65903195-Level 7 7 0 9 1 4 1 9 5—Level B

6BB136B5--Level 9 0 1 4 1 4 6 5 4-Level 10 3 2 7 1 0 7 4 4-t evel 15 26614774-Level 12

9 B 1 1 9 4 6 4-Battle with Jaffar B 9 0 1 2 4 1 4—Ending

PROJECT'S-11

FIII T-Mission 1 H 0 I 3—Mission 2

3 LLE-Mission 3 S Z P P—Mission 4

0.7.3.7-Mission S G!ZT-Mission 6 G F G F-Mission 7 V 0 7 T-Mission B

RAMPAGE WORLD TOUR

To unlock a secret two-player link cable op-tion, hold the SELECT button at the main menu and press Up, Down, Left, Right, Down, Up. Note that you must have two Game Boys. a link cable and two copies of the Rampage cartridge to play in two-player mode

RAMPAGE 2 UNIVERSAL TOUR

To start at any stage with any character, choose "Password" from the main menu, then construct a password as follows:

1) Enter one of the following as the first character of your password to choose which character you'd like to play as:

C-Roris -Ruby

F—George G-Lizzie

H-Ralph J—Myukus K—Pucous

I -- Nonhus 2) Enter one of the following as the second character of your password to choose which area you'd like to start in:

C-Europe

D-Asía

F--Everywhere else G-Outer Space

3) Enter any character except 4, 5, 6, 7, B, 9 and A as the third character of your password to choose which city you'd like to start in. Each area has 25 cities: enter B to choose the first city, C to choose the second, etc. all the way up to the number 3 which represents the city in the chosen area

4 · B) Enter "B B B B N" as the fourth through eighth characters of your password.

9) Now you're at the last character of the password, so all you need to do is to try each character—one at a time—until you find the one that "locks" the password into place with a checksum. If you get sent back to the main menu when you press A, your password is in place, so just choose "Start Game" to begin.

READY 2 RUMBLE BOXING

Enter any of the following codes below at the main menu. Make sure "Arcade Mode" is highlighted. You'll hear a special sound effect after correctly entering a code.

Unlock Kemo Claw-Press Left, Left, Left, Right, Right, Right, Left, Right, Left, Right. Unlock Nat Daddy-Enter the code above then press Right, Right, Right, Left, Left, Left, Right, Left, Right, Left,

Unlock Damian Black—Enter the code above, then press Right, Left, Right, Right, Left, Left, Right, Right, Right, Left, Left, Left,

ROAD CHAMPS: BXS STUNT BIKING

Q G F 7-Unlock all modes and most levels

ROCKET POWER: GETTIN' AIR Unlock All Levels

From the main menu, select "Password." At the password entry screen, press any of the following button combinations to start a game with all levels unlocked at the corre sponding skill level

Skill 1-Up, Up, Up, Up, Right, Up, Up, Up, Up, Up, Up, Up, Up, Right, Down, Down Right, Up, Up, Up, START

Skill 2—Up, Up, Up, Up, Right, Up, Up, Up, Up, Up, Up, Up, Right, Up, Up, Up, Up, Up, Right, Up, Up, Up, START Skill 3-Up, Up, Up, Up, Right, Up, Up, Up, Up, Up, Up, Up, Up, Right, Up, Up, Up, Up,

Up, Up, Up, Up, Right, Up, Up, Up, START RUGRATS IN PARIS: THE MOVIE

OPRCHINY-First three park gates up

THE RUGRATS MOVIE

B V B Y F J N D-Train Crash T Q M M Y _ Q K-Hospital R J D B C V R T-Light Woods V N G B L J C V—Dark Woods B J G S M V S H—Reptar Ride LJTBWQQD-Ancient Ruins

TIPS & TRICKS Reader Art Gallery









RUGRATS, TIME TRAVELERS

Passwords M J N F L F V L-1800s Goldmine FGYPTLFV-Ancient Egypt VTLVNTJS—Atlantis JVRRVSIC-Jurasslc M F D J F V V L-Medieva FVIRYLEV-Fairvtale P I R V T F I. V—Pirates! CJRCVSLV—Big Top SPVCFLFV—Outer Space CQQKJFS5—Toy Palace North Wing BVBYRJCF—Wild West CRVWLJNG—Toy Palace East Wing PLVYPFN5-Toy Palace South Wing FQYBQXFS—Toy Palace West Wing TRVINSFT-On the Moon BVTHTJMF-Crane mini game CFJNSTFR—Bell mini gam BVBYGRQW-Shooting mini game WFVNNJNG—Egg mini game

PRESENTS - Ending

Passwords.

Chear Passwords
Enter any of the following passwords to start
at the corresponding stage with all keys in
your inventory and 31 lives in reserves
56 F3 56 V 1 V—Level 1: The Laboratory
46 F3 56 V 1 1 X—Level 2: Shadow Studios
7 G F3 5 G V 1 X—Level 3: Abandoned LA
Subway System
66 F3 5 G V 1 V—Level 4: The Shadow's Lair
Hotel and Casino

THE SIMUSONS: NIGHT OF THE LIVING

FWXCKJXGLWN—Flying Tonight
WSQLSWRBNRF—Plan 9 From Outer
Springfield
BXPGCFPYJWB—Viad All Over
NPKYGRKTFWO—Minhtmane Cafeteria

N P K Y G B K T F W Q—Nightmare Cafeteria
W S Q J L T Q F Y W K—If I Dnly Had a Body
X Q R F J W R B T W P—King Homer
THE SMURFS: NIGHTMARE

"Easy" Mode Passwords

Hefty Smurf, Brainy Smurf, Handy Smurf—The Rabbit Race Hefty Smurf, Cook Smurf, Astrosmurf—The Mysterious Planet Brainy Smurf, Hefty Smurf, Hefty Smurf—The

Workbench Gone Mad "Hard" Mode Passwords Brainy Smurf, Handy Smurf, Hefty Smurf—The

Rabbit Race
Astrosmurf, Hefty Smurf, Brainy Smurf—The
Mysterious Planet

Hefty Smurf, Cook Smurf, Handy Smurf—The Workbench Gone Mad

SNOOPY TENNIS

W W X R—Unlock all characters

SPACE INVADERS (Game Boy Color version)

CL5512B1999DBM—Classic Mode
WWYXTC2NQW79VY—Venus
W24VCLN4W81V?—Mars
R55N3QJ7B7GJMC—Jupiter
W5PZM50BN7BBNF—Saturn
CV12QWKGJ3XBR5—Uranus
HV27RW1GB3XBR5—Huto
W77HRCLH33ZSR9—Pluto

"Normal" Passwords

"Normal" Passwords
Chapter 1—Spawn, blank, heart, skull
Chapter 2—heart, heart, skull, heart
Chapter 3—heart, skull, skull, blank
Chapter 4—skull Spawn, skull, heart
Chapter 5—heart, skull, Spawn. Spawn
Chapter 6—Spawn, Spawn, heart, blank
Chapter 7—skull, Spawn, heart, blank
Chapter 7—skull, Spawn, Spawn, heart

"Hard" Passwords

Chapter 1—heart, heart, blank, Spawn Chapter 2—blank, heart, Spawn, heart Chapter 3—Spawn, skull, blank, skull Chapter 4—heart, Spawn, skull, Spawn Chapter 5—Spawn, heart, blank, Spawn Chapter 6—skull, skull, Spawn, heart Chapter 7—Spawn, heart, skull, Spawn

SPIDER-MAN (Game Boy Color version)

Passwords

from the title screen, select "Continue," then enter any of the passwords below. You'll automatically be taken to the corresponding stage after entering a correct password.

G V C B F—Venom defeated Q V C L F—Venom and the Lizard defeated G – F G N—Connors Lab

SPONGEBOR SQUAREPANTS

Cheat Code Chanse "Continue" from

Choose "Continue" from the main menu and enter "D3BVG-MD3" as your password. You will start the game with all of the Items in your inventory. You will also find a new option called "Level Select" at the Pause Menu; this allows you to skip to any stage. Note that using this code may cause the game's graphics to become corrupt during normal gameplay or at the maps screen.

STAR WARS EPISODE I OU WAN'S ADVENTURES

Passwords
B Q V Q K—Level 2
W N L R M—Level 3
S D G N K—Level 4
C N L M L—Level 5

B X G T G-Level 6 Q S R V J-Level 7 T K G J Z-Level B L P Z C P-Level 9

SYREET FIGHTER ALFRA

To fight Akuma as your first opponent, choose your fighter at the character- select screen. Then, when selecting Manual or Auto, hold B + A until the fight begins. To fight M. Bison instead, hold SELECT + B + A in the same way.

TARZAN (Disney version) Passwords

resswords

Note: The following codes are shown in numerical form. To enter them, you must press
Up on the D-pad the number of times shown
for each of the four positions in the password. For example, to start at the "Jungle
Legend" stage (1 2 6 3), enter the code as
follows:

Highlight the first character of the password, press Up once
 Highlight the second character, press Up

twice • Highlight the third character, press **Up** six

times

• Highlight the last character, press Up three times

Now you can press STARY to lock in the password.

3 1 2 3—Yhe Jungle is my Playground 0 0 4 5—I'm No Second Banana

1 2 6 3—Jungle Legend 6 6 2 0—Go Out on a Limb 5 4 3 6—Ship Escape

3 4 3 0—3hip escape

Rising Pieces

At any time during the game, you can make a falling piece rise back up to the top of the screen. (This trick will not work if the falling piece is a four-square block or a straight line of four blocks.) To do the trick with any

other piece, hold Left until the falling piece touches the left side of the screen, then continue to hold Left and tap the A button as rapidly as you can. As the piece rotates, it will dimb back up to the top of the screen. This also works on the right side of the screen if you hold Right on the D pad and rapidly tap the B button.

TONY HAWK'S PRO-SKATER 2

Passwords
B 5 B L P T G B B B B V—All boards & levels unlocked
V I T I M B B B B B V V—Start with Tony Hawk and \$81,910

TOP GEAR POCKET

Password

Enter the password "Y Q X — % Z" to unlock all cars and earn gold trophies in all courses.

TOY STORY 2

Passwords
PB P P—Scene 2
B J W J—Scene 3
P J B W—Scene 4
W B P P—Scene 5
J P W W—Scene 6
J B P J—Scene 7
W P W P—Scene B
J J W W—Scene 9
P B W J—Scene 10

B P W W-Scene 11

W W W W-Ending

TUROR 3: SHADOW OF DELIVION

Secret Asswords
From the main menu, select "Options," then
select "Password." Enter any of the pass
words below, World hear a special sound effect upon entering a correct collection
FLV H D CK—Infinite Lives
EAV L F M 2—Minite Ammo
FLV H D CK—Infinite Lives
EAV Officulty Seasowords
D VL F D 2 LM—Ministry A
VF D 5 E PD—Mission 5

SOUND D SEASOWORD
SOUND D SEASOWORD
SOUND D SEASOWORD
SOUND SEASO

V L X C 2 V F—Mission 2 D P S D C V X—Mission 3 Z M G F S C M—Mission 5 Hard Difficulty Passwords C J S D P S F—Mission 2 C M S D K C D—Mission 3

C M S D K C D—Mission 3 S P F P W L D—Mission 4 T P D F Q G 8—Mission S

Password .

Granny's House—Hector, Granny, Tweety, Taz, Sylvester Granny's Cellar—Taz, Sylvester, Tweety, Hec-

tor, Granny In the Garden—Sylvester, Tweety, Hector, Taz, Granny Out in the Streets—Hector, Tweety, Taz,

Granny, Sylvester In the Toy Shop—Taz, Hector, Tweety, Sylvester, Granny

V-RALLY CHAMPIONSHIP EDITION

F A ST—Unlock "Medium" courses in Arcade mode F O O D—Unlock "Hard" courses in Arcade mode

WACKY RACES

Enter the password "M UTTLEY" to unlock all of the secret characters and the "Crazy" Cup.

One-Phyer Game

To play as Wario enter the password 2264. To play Bomberman enter the password 4622. At the beginning of the game you will begin at Level 1-1 but will have als of the Power-Ups that you normally earn throughout the

GAMEBOY

WORMS ARMAGEDDON

Passwords

In the passwords below, each number corresponds to a picture in the password entry screen. From left to right, I is the skeleton worm, 2 is the pink-colored worm, 3 is the stick of dynamite, 4 is the red-colored worm, 5 is the banana and 6 is the blue-colored

- 5 2 2 6—Tools 1 2 4 5—Egypt
- 6 4 3—Hell
- 4 1 3 6—Treehouse 5 4 1 3—Garden
- 3 2 6 6—Snow
- 2 2 S 5—Construction Site 3 6 3 1—Pirate
- 1 4 5 1-Fruit
- 3 6 4 4-Alien 4 3 3 3-Circuit
- 4 3 3 3—Circuit 6 3 1 6—Medieval

WAT WRESTLEMANDA 20

Each of the following passwords will put you only two matches away from fighting against the last opponent of the game, Vince

- P K D Y—Last Password for Billy Gunn C T F V—Last Password for Steve Austin
- FTD 8—Last Password for The Rock
 RCD D—Last Password for X-Pac
- C D D-Last Password for X-Pac

X-MEN MUTANT ACADEMY Unlock Phoenix

At the title screen, press Down, Right, Down, Up, Left, Right, B, A. If you entered the code correctly, you'll see a special message appear to confirm. Unlock Apocalypse

At the title screen, press Right, Left, Up, Down, Left, Up, B, A. If you entered the code correctly, you'll see a special message appear to confirm.

Cheat Menu

At the title screen menu, press Left five times, Bight five fines, Bight five fines, Bight five times, Down five times and SELECT five times. A cheat menu will appear that allows you to play any stage, view a "Scrapbook" about the making of the game and more. At the Sound Test menu, hold A and press Left or Right to change the number, then press SELECT to listen to it.

Enter the Sign In Hut and enter your name as "staff" (all in lowercase). Exit the hut and go left; when you enter the Snack Hut you'll enter a secret level that displays the game's credits.

All Competition Medals

Enter the Sign-In Hut and enter your name as "ayazy" (all in lowercase). Back outside, hold the A button and press SELECT to earn all 400 competition medals instantly. Now all you need to do is find the 20 secret Medals. If you hold A and press SELECT again, the Medal count will return to zero.

YARS' REVENCE

Enter the passcode "O + O O"; this will allow you to start at any stage up to and including Level 240.









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TIPS & TRICKS

Unlock Everything

Press L + R at the title screen. You'll hear a voice say "OK, good." When you begin a new game, you'll have access to all the stages and all the craft. Also, you'll have a score of 100

on every Blue Impulse Mission. Special Options

Begin a new game from the title screen and enter "TASCAS" as your name. A new section called "Special" will appear in the "Game Config" menu under the "Options" menu. From here you can access three special op-tions: Player Assist on/off, HUD on/off and

AERO WINGS 2 AIRSTRIKE

Unlock Everything!
At the "Game Select" screen, hold L + X and press Y. You'll hear a special sound effect ipon entering this correctly; now all of the planes, maps and missions will be unlocked.

ARMY MEN: SARGE'S HERDES Cheat Code

Enter any of the following codes at the "Input Code" screen from the main menu. For the "face of" codes, all surface textures will be replaced by a picture of the corresponding person during gameplay.

J H N N B R Z—Infinite Health
B N G B N G B N G—Maximum ammo MRCNHR-Play as Sarge N M M N 5—Play as Hoove TNKKLLR—Play as Riff N C M N G-Play as Shrap B G G R N M N-Play as Thick FRDCHCKN-Play as Scorch

GRMMRPR-Play as Grin GRLPWR-Play & Vikki TN VLLN-Play as Plastro M D T R P R-Play as Bad Guy HPPCMPR-Play as Nice Guy

S P R H R-Play as a Super Hero LTTLLSS-Play as a Little Lass D N S R--Play as a Dinosas P N K B N N-Play as a Pink Bunny S K L L-Play as a Skeleton BTTLN-Ali Characters

STLTHM D-Stealth Mode FTH D-Fat Head S L P H L L W-Headless

V L S P R T-Evil Spirit B G F T L V S-Big Foot DSCMDNSS-Disco Madness LNRGRVT-Lunar Gravity

R B N M L-Fast speed LVNGLRG-Giant playe T H D T S T—Test Info S F F R M V—Unlock "Making Of" video

F C F J H N R N-Face of John Ren F C F H L-Face of Hall F C F B R N—Face of Bryan

FCFIHNN-Face of Johnny F C F M K-Face of Mike

F C F R C H R D—Face of Richard F C F S T V—Face of Steve FCFBRNT-Face of Brent F C F R B N—Face of Robyn

FCFSTWRT—Face of Stewart FCFTDD-Face of Todd F C F J N-Face of Jun

FCFKTH—Face of Kathy FCFJRM—Face of Jeremy

F C F D N N-Face of Danny F C F B R D—Face of Brad FCFDSTN-Face of Dustin

FCFCRRRNSTRM—Face of Carrie Renstron FCFTLRRNSTRM—Face of Tyler Renstron

FCFMGNRNSTRM—Face of Megan Renstrom CFRNNX-Face of Ryan Nix FCFNKKPN-Face of Nikki Pino -Face of Alexis Pino

FCFCHDRBRTSN—Face of Chad Robert-

F C F B R N T N G N-Face of Brien Atangan FCFVRGLBD—Face of Virgil Abad M D W T S T N G-Face of Midway Testing Lavel Codes

R G H T R-Spy Blue T D B W L—Bathroom M S T R M N—Riff Mission TLLTRS—Forest

S C R D C T-Hoover Mission STPD MN-Thick Mission B L Z Z R D-Snow Mission

S R F P N K—Shrap Mission G N R L M N-Fort Plastro HTTTRT-Scorch Misslon

Z B T S R L—Showdown HTKTTN-Sendbox

PTSPNS-Kitchen H X M S T R-Living Room VRCLN—The Way Home

Use the Rickshaw Bike At the character selection screen, highlight the character you would like to play as, then

enter the following code very carefully Hold L, hold R, release L, release R Hold R, hold L, release R, release E

Next, press A to confirm your cabbie; you'll hear a bicycle ring if you entered the code correctly

Another Day Mode At the character selection screen, move the cursor to the character you would like to play as. Press and release R once, then hold down R and press A. You'll see the words "another day" annear in the lower left corner of the screen. In this mode, you'll have a different starting point and your customers will be in different locations

No Arrows Mode From the "Made Selection" screen, choose ei ther "Arcade" or "Original." At the next screen that appears, move the cursor to the type of game you would like to play, then hold down R + START and press A. Don't let go of R + START until the words "no arrows ppear in the lower left corner of the screer In this mode, the arrow usually at the top or the screen will never appear. No Destination Mark Mode

From the "Mode Selection" screen, choose ei-ther "Arcade" or "Original." At the next screen that appears, move the cursor to the type of game you would like to play, then hold down L + START and press A. Don't let go of L + START until the words "no destina tion mark" appear in the lower left corner of the screen. In this mode, the destination market will never appear.

From the "Mode Selection" screen, choose ei-ther "Arcade" or "Original." At the next screen that appears, move the cursor to the type of game you would like to play, then hold down L + R + START and press the A button. Don't let go of L + R + START until the word "EXPERT" appears in the lower left corner of the screen. In this mode, both the destination marker and arrow will never ap near.

Alternate Views and Speedometer Plug a controller into port C, then press START on Controller C at any time during the game. Now you can use the following commands or

Controller C: · Press Y to switch the view to a series of "in stant replay"-type cameras like in the game's

. Press B to switch the view to inside the driver's seat

 Press A to return to the original view.
 Press X five times to make a speedometer will appear at the lower right corner of the screen. Subsequent presses of the X button will toggle it on and off.

DRACONUS; CULT OF THE WYRM Cheat Codes

At the title screen, press X, Y, Y, X, X, Y, Y, You'll hear a special sound effect after ent g it correctly. Then, during gameplay, press START to pause and enter any of the codes

Restore Health-Hold L + R and press Left. Level Skip-Hold L + R and press Down Super Code—Hold L + R and press Right.

Secret Codes

Enter each of the followi ing codes during a game as follows: Press START to pause the game, input the code, then press START again to unpause. After successfully entering code, a confirmation will appear at the botm of the screen after unpausing the game To access the level select, you must return to the main menu after entering the code.

1st Person View-L, Left, R, Right, X, X, Down, Down, R. L. Invincibility-Up, Down, Left, Right, X, Up. Down, Left, Right, Y

ades-Down, Down, Down, Dov Down, Up. Up. Up. Up. R More Lives---A, B, X, Y, L, R, Up, Down, Left, Right

More Credits-A, B, Left, A, B, Right, B, A, Down, R Level Select-Up, Down, Up, Down, Up,

Down, Left, Right, Right, Y Level Skip—Y, Y, X, X, L, R, Down, Down, Up,

Watch Ending-L, R, L, R, Left, Right, Left, Right, Y. X.

F355 CHALLENGE: PASSIONE ROSSA

Extra Courses
At the "Options" menu, hold down X + Y. When you do this, a new menu item, "Pass word" will appear. While still holding X + Y, move the cursor to "Password" and press A At the following screen you may enter any of the passwords below. Note the upper and lowercase letters in each of the word Cinque Valvole-Unlock Fiorano

LiebeFrau Milch—Unlock Nurburgring Stars & Stripes-Unlock Laguna Seca Kuala Lumpur-Unlock Sepang DaysofThunder-Unlock Atlanta

FIGHTING FORCE 2 Stage Select

At the title screen, press Left, Up, X, Up,

Right, Y. You'll see the screen flash after in putting the code correctly. Choose "Start Game," and a level-select menu will appear. FLAG TO FLAG

Imm

ediately after selecting a track in arcade mode, hold L + R + Down on the D-pad until the screen fades in. When the race begins, the weather will be rainy.

Unlock All Gallery Images & Stranger

From the main menu, select "Gallery." Then. press B, X, Y, B, B, Y, X, B. You'll hear a special sound effect if you entered it correctly. Also, when you start a new game, Shinnosuke's new craft, Stranger, will be available.

GRAND THEFT AUTO 2 Cheat Codes

Before you begin a game, change your name

to any of the following ones below. You won't be able to see that you've entered most of these correctly until you start a game M U C H C A S H—Start with \$500,000 U L T I M A T E-Start with \$9,999,999 BIGGUNS-Start with all weapons BIGCATS—Start with 99 lives S E S A M E-Unlock all levels

INFINITY—Infinite energy LAW LESS—No police

DBLWAMMY-Start with infinite Double

SCOOBYDO-Start with infinite invisibility BIGFRIES-Start with Stun Gun & infinite

TOASTIES-Start with Flame Thrower &

W O U N D E D—Blood splats

A L L F R E N D—Max. respect for all gangs E R R H U H—All pedestrians are Elvis LOSTTOYS-Retain weapons even if you get arrested or die

HIDDEN AND DANGEROUS lock Cheats & All Missions

the nause menu

More Cheats

From the main menu, select "Start Game, Next, enter "RVLL" as your name (the second "L" should be flashing) and press A. If you entered the code correctly, the name should be come erased automatically. Now press B to re turn to the main menu. You'll see the text "ALL MISSIONS" appear at the bottom of the menu. If you press START during gameplay, you'll see a new item called "Cheats" within

These cheats will require the use of a key-board. First, select "Start Game" from the main menu. Next, enter "IWILLCHEAT" as your name and continue the game setup as ormal. Now you can enter any of the follow ing codes at any time during gameplay. You'll hear a special sound effect after inputting each one. Remember, you must use the Dreamcast keyboard to type in these codes and you won't be able to see what you are typing as you do it.

-Toggle enemy view backward e n e m y f—Toggle enemy view forward r e s u r r e c t—Resurrect dead teammates funnyhead—Bigheads debugdra wwire-Alternate graphics mode

THE HOUSE OF THE DEAD 2

Display Score
At the title screen—when the words "Press Start" appear-press Left, Left, Right, Right, Right, Left, Right, START on the D-nad, When you begin a game, your score will be displayed at the top of the screen.

HYDRO THUNDER Four Second Boost + Super Start

At the beginning of any race, hold t before the countdown begins. When you see the umber "3" on the screen, release L and hold R. When "2" annears, release R and hold I When "1" appears, release L and hold R again. You'll get a four-second boost and a fast start when the race begins.

INCOMING Cheat Menu

At the main menu, press Up, Down, Left, Right, X, Up, Down, Left, Right, Y. A new cheat menu will immediately appear.

KAO THE KANGAROO Secret Codes

At any time during gameplay, press START to enter the pause menu, then select "Back to Map." Next, enter any of the following codes at the map screen that appears. You'll hear a special sound effect after entering a correct code Unlock all stages—Hold L + R and press Up,

Down, Right, Left, Up, X Add one glove to your inventory-Hold L + R and press Down, Right, Left, Down, A

LEGACY OF KAIN: SOUL REAVER

Secret Codes

At any time during the game, press START to pause, then enter any of the following codes

TIPS&TRICKS Reader Art Gallery









for different effects. You may also hold R instead of L in the codes below. You'll hear a special sound effect to confirm each code and they will take effect as soon as you unpause the game.

Restore Health—Hold L, press Down, B, Up, Left, Up. Left Lose Health-Hold L, press Left, B, Up, Up,

Max Health—Hold L, press Right, B, Down, Up, Down, Up

Restore Magic-Hold L, press Right, Right, Left, Y, Right, Down

Max Magic-Hold L, press Y, Right, Down, Right, Up. Y. Left All Abilities-Hold L, press Up, Up, Down,

Right, Right, Left, B, Right, Left, Down Fire Reaver-Hold L, press Y, Right, Down, B, Up

Hold L, press A, Right, Up, Up, Y, Left, Left, Right, Up Kain Reaver-Hold L, press A, B, Right, Y, Left,

Left, Right, Up Fire Glyph—Hold L, press Up, Up, Right, Up, Y, X, Right

Force Glyph-Hold L, press Down, Left, Y, Down, Up

Stone Glyph-Hold L, press Down, B, Up, Left Down, Right, Right Sound Glyph—Hold L, press Right, Right,

Down, B, Up, Up, Down Water Glyph—Hold L, press Down, B, Up, Down, Right

-Hold L, press Left, B, Left, Sunlight Glyph-Right, Right, Up, Up, Left

LOONEY TUNES SPACE RACE Secret Codes

At the main menu, select "Options," then select "Cheats." At the next screen, you may enter any of the following codes. The screen will flash green and you'll hear a special sound effect after entering a correct code. CHEESFISH—Unlock everything

SUCCOTASH—No Gags DUCKAMUCK—Infinite Turbo S A M R A L P H-Mirrored courses

MAG FORCE RACING All Tracks & Vehicles

At the main menu, hold X + Y and press Up, Left, Down, Right, Right, Up, Down, Right. If entered the code correctly, you'll hear a special sound effect

MARVEL VS. CAPCOM cret Characters

Enter the following codes at the characterlect screen. Remember, don't press any additional directional buttons before entering any code at this screen. Each of these characters has slightly different properties than their normal counterparts.

Evil Morrigan—Move the cursor to Zangief.

then press Left, Left, Down, Down, Right, Right, Up, Up, Down, Down, Down, Down, Left, Left, Up, Up, Up, Up, Right, Left, Down, Down, Down, Down, Right, Right, Up, Up, Up, Up, Left, Left, Down, Down, Down,

Down, Right, Down, X Roll—Move the cursor to Zangief, then press Left, Left, Down, Down, Right, Right, Down, Down, Left, Left, Up, Right, Up, Up, Right,

Shadow Lady-Move the cursor to Morrigan. then press Up, Right, Right, Down, Down, Down, Down, Left, Left, Up, Up, Up, Up, Right, Right, Left, Left, Down, Down, Right, Right, Down, Down, Left, Left, Up, Up, Right, Right, Up. Up. Left, Left, Down, Down, Down,

Down, Down, X Orange Venom-Move the cursor to Chun-Li, n press Right, Down, Down, Down, Down, Left, Up, Up, Up, Up, Right, Right, Down, Down, Left, Left, Down, Down, Right, Right, Up, Up, Up, Up, Left, Left, Up, X

Orange Hulk-Move the cursor to Chun-Li, then press Right, Right, Down, Down, Left, Left, Right, Right, Down, Down, Left, Left, Up. Up. Up. Up. Down, Down, Right Right Up, Up, Down, Down, Down, Down, Up, Up,

Un. Un. Left. Un. X Gold War Machine-Move the cursor to Zangief, then press Left, Left, Down, Down, Right Right, Down, Down, Left, Left, Up, Up, Up, Up, Right, Right, Left, Left, Down, Dow Down, Down, Right, Right, Up, Up, Left, Left, Down, Down, Right, Right, Up, Up, Up, Up,

Un. X Select Your Special Partner

Normally, the Special Partner is randomly cho sen, but if you hold down any of the following button combinations as soon as you select your second character, you can force the cursor to stop on a particular partner. Remember, you must hold these button combinations down until the selection cursor stops Anita-START + Light P. + Medium P. + Heavy

Arthur-START + Light P. + Medium P. Colossus-START + Light P. + Medium P. +

Medium K. Cyclops—START + Light P. + Medium P. +

Medium K. Devilot-START + Medium P. + Heavy P. Iceman—START + Medium P. + Medium K. Jubilee-START + Medium P. + Heavy P. + Light K.

Juggernaut-START + Light P. + Medium K Lou-START + Medium P. Magneto—START + Heavy P. + Light K.
Michele Heart—START + Light P. + Light K.

Psylocke—START + Medium K. Pure & Fur-START + Light K. Rogue-START + Light P. + Medium P. + Heavy

P. + Light K. Saki—START + Heavy F Sentinel-START + Medium P. + Heavy P. +

Medium K. Shadow—START + Light P. + Heavy P. + Medium K.

Storm—START + Light P. + Heavy P. + Light K. Thor—START + Medium P. + Light K. Ton Ponh—START + Light P. + Heavy P. nknown Soldier—START + Light P U.S. Agent-START + Heavy P. + Medium K.

MDK 2 Alternate Costume for Kurt

At the title screen, hold L + R and press X, X, Y, X. You won't get any confirmation, but it you start a new game and complete the first scenario, Kurt will appear without his coil suit. Alternate Camera Setting

During gameplay, press START to pause, then hold L + R and press B, A, B, A. The new camera setting will take effect after you unpause the game. To return to the original camera setting, enter the code again.

MORTAL KOMBAT GOLD

Cheat Menu

At the title screen, quickly press Up, Up, Down, Down, Left, Left, Right, Right, You should hear a low chuckle after pressing Down the second time, then Shao Khan will say "Outstanding" if you complete the code quickly enough. Next, press START to reach the main menu, then press Block + Run (L + R in the default control configuration) simultaneously to access the cheat menu.

Secret Characters With the above code in place, access the character select screen, move the cursor to "Hid den," then enter any of the following codes to play as a secret character:

Sektor—Hold Block + Run, press Up, Up, Up, Up, Left, Left, then press A, B, X, or Y -Hold Block + Run, press Up, then Left, then press A. R. X. or V.

Hold Block + Run, press Up, Up, Left, Left, Left, then press A, B, X, or Y

Kombat Kodes

When playing a two-player "vs." game, you can activate various effects by pressing certain combinations of buttons at the versus screen. or each code, the first digit corresponds to the number of times the Low Punch button must be pressed. The second digit corresponds to the Block button and the third digit corresponds to the Low Kick button. Both players must input the same code completely before the versus screen fades out for it to ork properly. The name of the code will be displayed at the beginning of the match if it was entered correctly.

001—Unlimited Run 323—Kombat Zone: Church

343-Kombat 2one: The Netherealm 353-Kombat 2one: Soul Chamber

363—Kombat 2one: Ladder7

321-8ig Head Mode Active 111—Free Weapon

100—Throwing Disabled 444 - Armed and Dangerous

666-Silent Kombat 050—Explosive Kombat

222—Random Weapons 123-No Powe

555—Many Weapons 002-Weapon Kombai 012—Noob Saibot Mode

028-Red Pain 010—Maximum Damage Disabled

110—Throwing and Max. Damage Disabled 011-Kombat Zone: Goro's Lair

022—Kombat Zone: The Well 033—Kombat Zone: Elder Gods 044—Kombat Zone: The Tomb

0S5-Kombat Zone; Wind World 066 Kombat Zone: Reptile's Lair 101-Kombat Zone: Shaolin Temple

202—Kombat Zone: Living Forest 303—Kombat Zone: The Prison 313-Kombat Zone: Ice Pit

NBA 2K1

Secret Codes Enter any of the following codes at the "Codes" screen from the "Options" menu. -Unlock three "Superstars" teams helium brain-Enable giant heads allenbrain-Enable monster players t v i r u s-Enable infected players s o h a p p y-Enable happy players whatamisaying—Enable crazy commentary betheball—Enable basketball camera r a d i c a l—Enable cool looks the 70 stive-Enable hip clothes

NBA HOOPZ

Match-Up Screen Codes At the match-up screen just before the tip -when the announcer says, "Today's match up..."—enter any of the following codes to gain different abilities and powerups. Each code consists of three numbers and a direction; the numbers represent the num ber of times you need to push the X, A and B buttons (from left to right) to change the symbols at the bottom of the screen, then you "lock in" the code by pointing the D-pad or joystick in the direction indicated. For example: To enter the "Infinite Turbo" code (3-1-2 Up), press the X button three times the A button once and the B button twice, then press the D-pad or joystick Up. A message will appear to confirm if you've entered a code properly. Note: Some codes must be "agreed" to (entered by all players) in order for them to take effect. You can also enter the third

number in each code by pressing the Y button instead of B. 3-1-2-Up--Infinite turbo

4-4-4 Left—No goaltending 2-2-2 Right—No fouls

1-1-D-Dawn—Show hotsoot

0-1-1-Down-Show shot %

3-0-1-Up-No hotspot 1-2-1-Left-Granny shots

3-2-0-Left-Street court 0-2-3-Left-Beach court

1-1-1-Right---ABA ball 0-2-4-Right---Away uniform 0-1-4-Right-Home uniform

3-0-0-Right—Big heads 5-4-3-Left—Tiny players 3-3-0-Left—Tiny heads

NEL BLITZ 2001

At the match-up screen just before the game while the announcer is saying "Today's contest," etc.-enter the following codes using the Turbo, Jump and Pass buttons followed by a direction on the D-pad. For example, to enter the "No Punting" code (1-5-1 Up), press Turbo once, Jump five times an Pass one time, then press Up on the D-pad. A message will appear to confirm each code. Show field goal %-0-0-1-Down No CPU assistance—0-1-2-Down Show more field-0-2-1-Right Fast tubo running-0-3-2-Left Super blitzing—0-4-5-Up Big football—0-5-0-Right Hide receiver name-1-0-2-Right Tournament mode—1-1-1-Down No play selection-1-1-5-Left Super field goals-1-2-3-Left No punting—1-5-1-Up No first downs—2-1-0-Up Allow out-of-bounds—2-1 Deranged blitz-2-1-2-Down Always QB-2-2-2-Left Always receiver—2-2-2-Right Unlimited throws-2-2-3-Right Power-up teammates -2-3-3-Up Fast nasses-2-5-0-Left Power-up offense—3-1-2-Up Power-up blockers-3-1-2-Left Smart CPU-3-1-4-Down No highlighting of receivers-3-2-1-Down Ultra hard Blitz-3-2-3-Up Mystery ball—3-2-3-Left No interceptions-3-4-4-Up Power-up speed-4-0-4-Left Power-up defense—4-2-1-Up No random fumbles—4-2-3-Down Super passing -- 4-2-3-Right Invisible player -- 4-3-3-Up Snowy weather—S-2-S-Down Rainy weather—S-S-S-Right

Big Head Mode + Unlock Black Box Team

Plug a controller into port D and turn on the game. When the Black Box logo appears be fore the title screen, hold L + R and quickly press B, B, X. After inputting it correctly, you'll hear a voice say "Oh. Black Box baby." When you start a game, all the players except fo goalies will have big heads. Additionally, the secret Black 8ox team will become selectable.

HIGHTMARE CREATURES 2 Cheat Mer

Hyper blitztng-S-S-S-Up

At any time during gameplay, press START to , then hold L + R and press Left, B, X, Left, B, X, Left, B, X, A, X. If you enter the code correctly the "Cheats" menu will immediately appear

Full Health At any time during gameplay, hold X + Y and press 8 to restore all your health

PHANTASY STAR ONLINE

At the main menu, select "New Game." At the Character Creation screen, select "Character Name," then enter one of the names below that corresponds to the character type you selected. After entering the name cor-









Steven

rectly, you'll hear a special sound effect; addi tional costumes will now be available for your character, Also, the "Character Name" field will still be blank after entering the code. KSKAUDONSU-HUmar

MOUEOSRHUN-HUnewear R U U H A N G B R T—HUcast S O U D E G M K S G-RAmai MEIAUGHSYN-RAcast N U D N A F J O O H—RAcasea

D N E A O H U H E K-FOrnarl EBHEBUI-FOnewm X S Y G S S H E O H-FOnewearl

DI ASARA SWORD Secret Characters

At the character-select screen, press the following button combinations to temporarily inlock the corresponding character

Kaede-Move the cursor to Rain, then press Down, Down, Left, Left, Up. Kaede will appear in the upper left corner.

Rai-On-Move the cursor to Byakko, th press Up, Down, Left, Left, Right, Left, Up Rai-On will appear in the upper right corner

READY 2 RUMBLE BOXIN Access Special Classes + Unlock All Boxers

Enter any of the following passcodes at the 'Name Your Gym" screen when you start a new game in Championship mode. You'll be able to begin the championship at the speci fled class v with all of the boxers available to you. Note the spaces between words.

RUMBLE POWER-Bronze Class. In Arcade Mode. Kemo Claw is also unlocked. RUMBLE BUMBLE—Silver Class, In Arcade

mode. Kemo Claw and Bruce Blade are also MOSMAL—Gold Class In Arcade mode Kemo

Claw, Bruce Blade and Nat Daddy are also un locked

POD SI-Champ Class. In Arcade mode, all boxers are also unlocked.

Two-Player Ring Codes In two-player arcade mode, you can choose which ring you'd like to fight in. The first player must hold the following button combinations down while both players select a

boxer: R-Championship arena

L-Two tier arena

Change Costume Colors At the boxer selection screen, press X + Y to change the currently selected boxer's colors

READY 2 RUMBLE BOXING: ROUND 2

Each of the following codes can be entered at any of the game's menu screens, but it's prob ably easiest to input them at the character-se lect screen. You'll hear the bell ring to con firm each code; if you can't get a code to register, don't press any buttons for about ten seconds and try again. Some of these codes remain in place until you turn the Dreamcast off, while others will only affect the first fight that takes place after the code is entered.

Unlock all boxers and special outfits-Press Left, Left, Right, L, Left, Right, Right, R, R, L Press the X button to cycle through each fighter's different outfits.

Faster gameplay—Press Right, Right, Up, Down, Right, then R four times, then L. Hyper speed mode-Press Left, Left, Down Up, Down, Right, Right, then R 19 times, then

Christmas boxing ring-Press Right, Up Down, Down, Down, then R eight times, then

Thanksgiving boxing ring-Press Right, Up, Down, Down, Down, then R seven times then L.

Halloween boxing ring—Press Right, Up, Down, Down, Down, then R six times, then L.

Independence Day boxing ring—Press Right, Up, Down, Down, Down, then R five times,

Easter boxing ring-Press Right, Up. Down Down, Down, then R four times, the St. Patricks Day boxing ring—Press Right, Up, Down, Down, Down, R, R, R, L.

Valentine's Day boxing ring-Down, Down, Down, R. R. L. Press Right, Un

New Year's Day boxing ring—Press Right, Up, Down, Down, Down, R. L.

See the Ending—Press Right, Right, Right, Down R I then exit to the main menu if

you're not already there. Championship fight vs. Rumhleman-Press L. Down, Right, Up, Left, then R six times, then I then R R I

Press Left, Un. Right, Down Zombie boxer-R. R. L

Big gloves-Press Left, Right, Up, Down, R. L. Extra fat boxer—Press Right, Right, Up, Down, Right, R. R. L.

Extra thin boxer-Press Right, Right, Up, Down, Right, R. L.

-Press R 20 times, then L, Extra camera angles then R, then L, then R 21 times, then L, then R 1B times, then L, then R nine times, then L, then R 14 times, then L, then R five times, then L. Left. Right, Up. Down, L. Unlike the above codes, you'll hear an explosion and the word "RUMBLEI" when you enter this one correctly. Now start a game and press START to pause; you'll find 15 new camera angles to choose from, including a "Player 1 Camera Control" option that allows you to position the camera anywhere you want by using the four main action buttons. Instant Rumble Mode

At any time during a match, enter any of the following codes to instantly fill up your "RUMBLE" meter:

Level ?—R, L, Down, Up, Up, Left, R, R, R, L Level 2—R, R, L, Down, Up, Up, Left, R, R, R, R, L Level 3-L, R, R, L, R, L, R, R, R, R, L, Left, Right, Up. Down

These codes can also be entered while the game is paused, while either boxer is knocked on or even when your fighter is staggering and about to fall.

Unlimited Ammo

At any time during gameplay, press B to enter the Status Screen, then, press Up, Up, Down, Down, Left, Right, Left, Right, R. The number representing remaining ammunition for your weapons will change to the infinity symbol immediately after entering the code correctly.

30 FPS Mode

At the title screen, press Up. A. Down, Dow Left, Right, B. B. Up. You'll hear a sound of fect to confirm. During races, the game's max-imum "frame rate" will be reduced to a constant level. (In general terms, the animation of objects and backgrounds appears smoother when a game's "frame rate" is higher; however, the frame rate may drop when there are top many objects on the screen.) ove Effects and Backgrounds

At the title screen, press Up. A. Down, Down, Left, Right, B, B, Down. You'll hear a sou effect to confirm. During races, all background objects—like animals and people will be removed, as well as some graphics ef-fects like splashing mud. This helps the frame rate to stay at a higher level.

In the middle of a game, hold L + R and pres B on the controller plugged into port B. You'll hear a special sound effect and the words "God Mode Enabled" will appear on the screen. Repeat the code to disable it

At any time during a game, hold L + R and press the X button on the controller plugged into port B Five items will materalize in front of you. You may repeat this code as many times as you like.

Reduce Enemy Attarks

At any time during a game, hold L + R and press A on the controller plugged into port B You'll hear a special sound effect and the words "Al Firing Disabled" will appear on the screen. Now the enemies are less aggressive. Reneat the code to disable it.

Hidden Chao Puzzle VMU Game

Connect a controller with a VMU in its first slot to port D before turning on your Dream cast with Sonic Adventure installed. You can play a hidden VMU game called Chao Puzzle on that controller when you start a game.

At the title screen, hold Left + Y. Continue to hold these buttons until "Start" and "Op-tions" appear on the screen. Then, enter the "Options" screen and select "Exit." Instead of exiting back to the main menu, the "Enter screen will appear. At this point you

may enter any of the codes below: Extra energy—A B X X Y A Max weapons-X A A Y R R

Level 2—A A B X Y A Level 3-X A Y A A B Level 4-YYBAXA

Level 5—B A B X X Y Level 6-X A X B Y Y Level 7-ABXBYB

Level 8-Y R R A X V Level 9—B Y A A X B Level 10-X A B B A X Level 11-Y B Y X A B

Level 12-X R A X R V Auto Play Mode

At any time during gameplay, hold I press Up, Left, A, Left, A, Down, Right, B, Right, B. With this code in place, the computer will play the game perfectly for you.

Cheat Codes

Enter the following codes at any time during a game. The words "Cheat Code Notification will appear after entering a correct cod

Unlock cars and tracks-B. Right, B. Right, Up B. Up

Infinite nitro-Down, Up, Down, Up, A, X, A Skip current class (Championship Mode only)—Down, Right, Down, Right, A, X, A
Gain \$100,000 (Championship Mode only)—A. Right, A, Right, Up, B, A

Enter any of the following codes at the "Cheats" menu from within the "Special" menu. You'll receive special confirmation after entering a correct cheat code. Note the spaces in some of the cheats. WEAKNESS—Full health

I FANEST-Unlock everything ADMNTIUM—invulnerable GLANDS—Unlimited webbing EGOTRIP—Pulsating head STICKMAN—Stick Spidey FUNKYTWN-Toon Spider SECRTWAR—Symbiote Spidey costume MIGUELOH-Spidey 2099 costume TRISNTNL-Captain Universe costun SYNOPTIC-Spidey Unlimited costume XILRTRNS---Scarlet Spider costume KICK ME---Amazing Bag Man costume MRWATSON—Peter Parker costume

SM LVIII-Quick Change costume CLUBNOIR---Ben Reilly costume ROBRYSON—Storyboard Viewer KIRBYFAN-Game comic covers MME WEB-Level select FANBOY-Comic collection CINEMA-Movie Viewer

RGSGLLRY-Character Viewer STAR WARS: DEMOLITION

At the main menu, select "Options," then se-lect "Preferences." Next, press L + R and a passcode entry interface will appear. Now you can enter any of the items below. You won't receive any special confirmation after enter ing the first code, but at the Choose Contestant screen that appears before you start a game, all four of the previously locked char acters will become available, plus Darth Maul, Boushh and Lobot. WATTO_SHOP—Unlock characters

SAD_MOVIES-Watch some movies MOVIE SHOW-Watch more movies

STAR WARS EPISODE & HIR POWER RATE ES ledi Power Battle Mode

First, make sure there are two controllers plugged into the Dreamcast console. Next, at the main menu, select "New Game," then se-lect "2 Player." Afterward, at any time during gameplay, on the first player's controller hold R + X + Y + B and press A. If you entered the code correctly, the text "Jedi Power Mode On!" will appear. Now each player can dam-age the other with their own attacks. Enter ne code again to disable its effects Radar Map

At any time during gameplay, press START to pause, then press Up, Down, Up, L, R, L, A radar will appear at the top of the screen. Warp to Last Checkpoint

At any time during gameplay, press START to pause, then press L, R, L, L, R, R, L, R, R, L You'll be instantly transported to the last checkpoint you reached.

STREET PIGHTER ALPHA 3

Play as Shin Akuma At the character-select screen, move the cursor to Akuma, then hold START and press A

STREET SIGHTER IN DOUBLE IMPACT Extra Option

From the main menu of either Street Fight III or Street Fighter III 2nd Impact, hold L + R, move the cursor to "Option," then press START. Next, without letting go of L + R, press Left, Left, X, X, Right, Right, Down, Left, Left, Y, Y, Right, Right, Down, Left, Left, X, Y, Right, Right, Down, Left, Left, Y, X, Right, Right, Down, Left, Left, Y, X, Right, Right, If you input the code correctly, a new item called "Extra Option" will appear.

STRIKER PRO 2000 Unlock All Teams

At the main menu, press Up, Up, Right, Right, Y. Y. Y. If you entered the code correctly, the Infogrames logo in the lower right corner of the screen will zoom in and out. Manual Ball Control

At any time during gameplay, press START to pause the game, then press Up, Up, Down, Down, Left, Left, Right, Right, L, L, R, L, R, L. If you do this, the cursor will move through a few different menus, but don't worry. You hear a special sound effect after entering it correctly. Now, after pressing START again to unpause, you may hold down L + R and press eft or Right at any time to change the direction of the ball.

Secret Codes

From the main menu, select "Race Menu" and enter any of the following codes as your

TIPS & TRICKS Reader Art Gallery









name. You'll receive no special confirmation from the game after entering a correct code. The codes will still be in effect even if you back all the way out to the main menu. ERERTH-Unfock all tracks D F G Y-Unlock all cars

POIOP-Unlock all Challenges R F G T R-Unlock "Stop The Bomber" F F O E M I T-Freeze time limit A K J G Q-6,000,000 credits

TEST DRIVE LE MANS Secret Codes

From the main menu, select "Championship then select any class, any car and any diffi-culty. Next, at the "Name Entry" screen, enter any of the following codes as your name. You may have to return to the main menu to see of the codes' effects.

G O O Z-Unlock all tracks CARNAGE—Unlock all Championship Classes M O N S T A-Unlock all cars

THN MOTORSPORTS HARDCORE HEAT

Secret Codes

Enter any of the following codes at the Mode Select screen. You'll hear a special sound effect after entering a correct code Unfock LE-2001-Y, X, Right, Left, Right, Left,

Down, Down, Up, Up Unlock T4 jet aircraft-Left, Right, Down, X, X. X. X

Random weather in Time Attack—R, X, X, X, X, X, X, Y, Y, Y, Y, Y, Y, Y

TOKYO EXTREME RACER Max Speed Display

In Quest mode, at the "Assist" screen before beginning a race, press Y: you'll hear a sound effect. During the game, your maximum speed ("P") and the Rival's maximum speed "R") will appear at the top of the screen.

In Quest mode, at the "Assist" screen just before beginning a race, press L or R to toggle the "Other Car Mark," which simply will display a yellow arrow tabeled "O" above all non-rival cars you'll encounter.

TOM CLANCY'S RAINBOW SIX.

Other Car Mark

At any point during gameplay you may enter any of the codes below. You'll hear a special ound effect and see a message in the lower left corner of the screen after entering a correct code. You may enter any code twice to disable its effects.

Clodhopper Mode-Hold the analog joystick

Left + the D-pad Down and press B.
Rude Mode—Hold the analog joystick Down + the D-pad Down and press B.
Turn Victory Conditions Off—Hold the analog

joystick Up + the D-pad Down and press B. Team God Mode-Hold the analog joystick Left + the D-pad Down and press A.

Avatar God Mode—Hold the analog joystick Up + the D-pad Down and press A. Heavy Breathing Mode—Hold the analog joy stick Down + the D-pad Down and press A.

Mega Head Mode—Hold the analog joystick Left + the D-pad Down and press X. Big Head Mode—Hold the analog joystick Up

+ the D-pad Down and press X. Stumpy Mode—Hold the analog joystick Left + the D-pad Down and press Y. Side Scroller Mode—Hold the analog joystick

Down + the D-pad Down and press Y.

Turn Brains Off—Hold the analog joystick Up + the D-pad Down and press Y. Polska Mode-Hold the analog joystick Down + the D-pad Down and press X

Special Features

At any time during gameplay, press START to enter the pause menu, then select "Inven-

tory." Next, move the cursor to "Timex-TMX" and press A. A statistics screen will appear. Now hold Y until the item next to "Secrets Found" reads "36/36". Next, exit to the title screen by returning to the pause menu and selecting the corresponding option. When you look in the "Options" menu, a new item called "Special Features" can be found

Level Select By holding down various button combina tions at the main menu, you may start at different levels in the game. In order to successfully input each code, hold down the corresponding button combination until the game starts loading. You do not need to select any of the menu items The Base—Hold L + R + Down

Gallows Tree-Hold L + R + Left The 13th Floor-Hold L + R + Right

TONY HAWK'S PRO SKATER

Secret Codes At any time during gameplay, press START to pause, then enter any of the codes below. If you input a code correctly, the pause menu will shake back and forth. If you cannot see the code's effects immediately, you will have to return to the main menu and continue your game. For the "Unlock levels" code, you will still be able to enter a level even if it an

pears locked. Unlock levels, boards, videos & Officer Dick-Hold Land press B. Right, Up, Down, B. Right, Up, X, Y

Unlock levels-Hold L and press Y, Right, Up. X, Y, Left, Up, X, Y nfinite Special-Hold L and press A. Y. B.

Down, Up, Right Big head mode-Hold L and press X, B, Up.

Slow motion-Hold L and press X, Left, Up, X,

Unlock "Skip to Restart" in pause menu Hold L and press X, B, A, Up, Down

Unlock Private Carrera First unlock Officer Dick, either by normal means or the above code. Next, start Career Mode with Officer Dick as your character. At any time during gameplay, press START to pause, then hold L and press Y, Up, Y, Up, B, Up, Left, Y. Then, exit back out to the main menu and continue your Career Mode game. Private Carrera will appear in place of Officer

TONY HAWK'S PRO SKATER 2 Secret Codes

At any time during gameplay, press START to pause. Then enter any of the codes below. The pause menu will shake left to right after entering a correct code. Press START again to unpause and resume play with the effects of the code(s) you just entered. However, you may have to return to the main menu and start another game to see some codes' effects. Unlock almost everything—Hold L and press A, A, A, X, Y, Up, Down, Left, Up, X, Y, A, Y, B. A. Y. B

Unlock Trixie-Hold L and press Down, Up. Left, Left, B, Left, Up, Y, Y, Up, Right, X, X, Up. A

Turn blood off/on-Hold L and press Right. Up. X. Y Big head mode-Hold L and press X, B, Up,

Left, Left, X, Right, Up, Left Infinite Special-Hold L and press A. Y. B. B. Up, Left, Y, X 25% faster gameplay-Hold L and press

Down, X, Y, Right, Up, B, Down, X, Y, Right, Up. B um stats-Hold L and press A. Y. B. X.

Y. Up. Down Sections of the stage flash different colors-Hold L, press Down, Up, X, B, Up, Left, Up, A Extremely low gravity—Hold L and press Left, Up, Left, Up, Down, Up, X, Y, Left, Up, Left

ittsburg,

Up, Down, Up, X, Y Flying skater—Hold L and press Up, Up, Up, Up, A, X, Up, Up, Up, Up, A, X, Up, Up, Up, Up Hold L and press Down, Down, Up, X, Y, Up, Right

Wireframe graphics-Hold L and press Down, B, Right, Up, X, Y

TOY COMMANDER Secret Codes

While in the middle of a mission, press START to pause the game and enter any of the fol-lowing codes. You'll hear a special sound effect when you press the last button of each

Max. Fuel-Hold L, press B, Y, A, X, B, X Repair Tov-Hold L, press A, X, B, Y, A, Y Power-Up Machine Gun-Hold L, press B, A, Y, X, A, B

Power-Up Special Weapon—Hold L. press X. A. Y. B. A. X 99 Special Weapons-Hold L, press A, B, X, Y,

B. A Unlock All Missions-Hold L, press A, Y, X, B,

TRICKSTYLE Cheat Codes

Enter the following codes at the "Cheats" screen under the "Options" menu: TEAROUND—Always win

I W I S H-Infinite time

TRAVOLTA—Power-up moves (all special moves unlocked) CITYBEACONS-Win everything (all

INFLATEDEGO-Big heads

ULTIMATE FIGHTING CHAMPIONSHIP 999 Skill Points

From the main menu, select "Career," then se-lect "Make New Fighter." As you select the different parameters for this new fighter, change the first name to "Best" and the last name to "Buy". Note the uppercase and lowercase characters in both words. Your new fighter will now have 999 Skill Points.

UNREAL TOURNAMENT Secret Codes

At any time during gameplay, press START to

pause the game, then enter any of the following codes: Level skip—Up, Down, Left, Right, Right, Left

Invincibility-Left, Left, Right, Right, Down, Up Restore all health—Down, Down, Down, Left,

Up, Right Maximum ammunition-Left, Right, Left, Right, Right, Left

VIGILANTE 8: 2ND OFFENSE

Select "Options" from the main menu. Make sure the cursor is on "Game Status," then press A twice. Next, press the L and R butto at the same time. You'll then be able to enter a code at the bottom of the screen. You'll hear someone say "Funky!" after entering a correct code. For the "Watch all endings" code, press A again immediately after entering the code

LLA_KCOLNU—Unlock all characters LA_DORTOH-Maximum stats ELBICNIVNI—Invincibility
RAPID_FIRE—Faster firing rate GO_SLOW_MO—Slower gameplay JACK_IT_UP—Higher suspensions MORE_SPEED—Faster cars GO_RAMMING—Heavier cars QUICK_PLAY-Quick start in Arcade Mode HOME_ALONE—Play alone in Arcade Mode HI_CEILING—Hover higher OLD_LEVELS-Unlock original VB levels NO_GRAVITY-No gravity

GO_MONSTER-Big wheels

LONG MOVIE-Watch all endings DRIVE ONLY-No wheel attachment icons BLAST_FIRE—Super missiles UNDER_FIRE—Attract enemies MIXED CARS-Select same cars in multi-

VIRTUA FIGHTER 3TB Fight Against the Alphabet Character

At the main menu, select Normal Mode. At the character select screen, move the cursor to Akira and press START. Then move the cu sor to Lau and press START. Next, move the cursor to Pai, hold START and press X Play as the Alphabet Character

At the main menu, select Normal Mode. At the character selection screen, move the cursor to Akira and press START. Then move the cursor to Lion and press START. Next, move the cursor to Pai and press START. Select any character to play as and he/she will appear as the alphabet character. Play as Dural

At the character select screen, press Down Up, Right, Left, START; Dural's picture will appear in place of Akira. Use the D-pad to enter the code, not the analog joystick.

VIRTUA STRIKER 2 Secret Team

Enter any of the following codes below at the team selection screen after starting a game in Arcade mode. For each code, move the cursor to the first team specified, then press START. Then, move the cursor to the next team speci-fied, and press START again. When you press START for the last team in the list, the corresponding secret team will appear on the screen. Each code must be executed before

Team F.C Sega-France, Chile, South Africa, England, Germany, Argentina. Team MVP Yuki Chan—Yugoslavia, USA,

Team Royal Genki-Yugoslavia, USA, Korea, Italy, then move the cursor to Yuki Chan, hold START and press A.

WACKY RACES

the timer runs out.

Korea, Staly

At the beginning of a game, drive into the Wacky Races" sign, which will be right behind you immediately after you select a car. At the menu that appears, select "Cheats" and enter any of the cheat codes below. Remember, you must go to the "Code Collection" menu and manually turn on any cheat after entering its code. WACKYGIVEAWAY—All Challenges & Tracks

WACKYSPOLLERS—Alt Cars BARGAINBASEMENT—All Abilities CRACKEDNAILS-Super Difficult Mode

WILD METAL Cheat Codes

Down, Down

Enter these codes anytime during gameplay using the D-pad (not the analog joystick): Invincibility---Y, Right, B, Left, X, Down Full health—Down, Down, A, X, B, X All weapons—A, A, Right, Y, A, Right Speed boost-Up, X, Down, B, A, Y Show all Power Core locations-Y, B, A, Left,

Fremies don't attack-R. Down, A. Down, X. Y.

ZOMBIF REVENGE Fighting Mode Stage Select At the Fighting Mode screen, hold START and

press A. A stage select screen will appear before the character selection screen Afternate Costume At the character select screen, hold START and

press B. You won't get any special confirma-tion, but your character will wear an alter-nate set of clothes during the game.













Codes for use with InterAct Game Products' GameShark **Video Game Enhancers**

PlayStation

BursTrick Wake Boarding

801E333E-0DA1---Stop timer D01E33C6-0000 + B01E33C6-0002-5tart on last 800A5212-0009---Infinite BT

Dance Dance Revolution

800CC194-0000-0 Almost finish

800CC13A-E0FF + 800CC13E-05F5--Max. score B00CC144-E0FF + B00CC146-05F5-Max. score B00CC8O4-03E7-Have 999 combo RODCC136-1058-Max. Dance meter B00CC188-03E7-Finish with 999 perfects 800CC198-0000-0 Boos at finish

Disney's Aladdin: Nasira's Revenge 8007F9BB-0064---Infinite coins

800B2B14-1000 + 8007F9CA-000A-Infinite apples 80087CA2-0008---Infinite health 801860BC-FFFF-Out-of-body experience 8008322B-0000 + B00B34b0-0001-No magic lamp interruptions 80087C9C-3000-Infinite lives

80087C98-000A—Lots of slot machine spins 8007F9A8-03E7--999 Red gems

F1 World Grand Prix 2000

50000502-0000 + 800294B4-0064-Have 100% on D00313A2-F7FF + B00293FC-967F + D00313A2-F7FF + B00293FE-0098-Press R1 for \$9,999,999

Mary Kate & Ashley Winner's Circle

R009AR70-270F-Max, ribbons D01FC9C4-0001 + B01fc9c4-001a--1 Horseshoe needed to have all D009A42A-0001 + B009A42A-0012-1 Flag needed to win

NBA ShootOut 2001 801E67E0-270F-Infinite creation points

D00EC156-FDFF + 800E9EE0-0003---Press R2 to refill Away team's time outs D00EC156-F7FF + 800E7418-0003-Press R1 to refill Home team's time outs B00E9EE0-0000-No time outs, Away team 800E7418-0000—No time outs, Home team D00EBCD0-0000 + 800EBCD0-0001—Start on 2nd D00EBCD0-0000 + 800EBCD0-0002-Start on 3rd D00ERCD0-0000 + 800ERCD0-0003-Start on 4th

800EBDA0-000A-Infinite shot clock B00EBCD0-0000-Always 1st quarter 800176E0-0000 + 800176E2-0000 + 800176E4-0000 B00176E8-0000 + B00176EA-0000 + 800176EC-0000-Home team scores 0 80017720-0000 + 80017722-0000 + 80017724-0000 + 80017728-0000 + 8001772A-0000 + 8001772C-0000-Away team scores 0 800176E-00000 + 800176E2-0000 + 800176E4-0096 + 800176E8-0000 + 800176EA-0000 + 800176EC-0096-Home team scores 150 80017720-0000 + 80017722-0000 + 80017724-0096 + B001772B-0000 + B001772A-0000 + 8001772C-0096—Away team scores 150

Rainbow Six: Rogue Spear D3099FB8-0000 + 800A2958-2400—Infinite health D3099FBB-0000 + B00A9CB0-2400---Infinite ammo 8009340E-0011--- Unlock all levels

Sabrina the Teenage Witch: A Twitch in Time 800C8518-0063—Infinite lives B00C8556-00C8—Max. gems

8008B210-0014--Infinite health 800C857A-0009---Max. eggs 3007CBB0-0005-Have Squish-O-Rama 3007CBB1-0005—Have 5hrink and Blink 3007CBB2-0005—Have Ice Stickle 3007CBB3-0005—Have Upsy Daisium 3007C8B4-0005-Have Flibbity Ribit

3007C8B5-0005---Have Up and Away

Smurf Racer

80094408-0001—Infinite Mushroom missiles 800100EA-FFFF--Everything unlocked

Strikers 1945

B00996B4-0006-Player 1 infinite lives B00996B6-0009—Player 1 have support attack B009970A-FFFF—Player 1 have supershot B0096B8-E0FF + B00996BA-05F5-P1 max. score B0099750-0006---Player 2 infinite lives B00997522-0009-Player 2 have support attack 800997A6-FFFF-Player 2 have supershot 80099754-E0FF + B0099756-05F5--P2 max, score

PlayStation 2

Army Men: Air Attack 2 ECB7C0741456-E60 A-(M) Must be on 4C349DB21456-E7AF-Infinite health 3C33E74E1456-E7B7-Infinite Copter ammo 3C33E62E1456-E7B7---Infinite Copilot ammo

Army Men: Green Roque EC87C3641456-E60A-(M) Must be on 3C8102001456-E7A6-Invincible 3CB500EC1456-E79D-Infinite Bio Strike

Army Men: Sarge's Heroes 2 EC879F141456-E60A-(M) Must be on 3CCA5BFC1456-E7A6—Mini mode 3CCA5A941456-E7A6-Debug info 3CCA5AA01456-E7A6-All levels 3CCA5A9C1456-E7A6—All weapons 3CCA61C01456-E7A6—Mega mode 3CCA5D841456-E7A6—Infinite health 3CCA5C8B1456-E7A6—Predator mode

ESPN International Track & Field ECB6210C1456-E60A-(M) Must be on

4CE997F61456-E5A6-Silly robot noises 4CE997F61456-E6A6—Silly animal noises 4CE997F61456-E4A6—Silly cartoon noises 1C3A52B4D336-E7A5--10.0 Gymnastics

ESPN National Hockey Night EC85F1AC1456-E60A-(M) Must be on OCFFB7741456-EBA5 + 1CFF2ED014A3-F762-Press

R3 to end period

ESPN Winter X Games: Snowboarding

EC8817901456-E60A-(M) Must be on DC91B22B147E-9671 + 1CE2D6A4144F-25CC + 1CE2DEA4144F-25CC + 1CE2E6A4144F-25CC + 1CE2E6 Press SELECT for cash (5B mode)

High Heat Baseball 2002 ECBDA2D41456-E60A-(M) Must be on 0D15C38C1456-E7A5 + 4D15C3BC1456-E7A7-1 out per inning 0D15C3941456-E7A5 + 4D15C3941456-E7A7-1 strike per out 0D15C3901456-E7A5 + 4D15C3901456-E7A8---0C1716461456-B40C + 4D15C38C1456-E7A5-Press L1 + R1 for no outs 0C1716461456-B30C + 4D15C3BC1456-E7A7---Press L2 + R2 for 2 outs 4D15C3941456-E7A5-No strikes 4D15C3901456-E7A5-No balls NRA Hoonz EC906BB41456-E60A-(M) Must be on

3CDA9C441456-E7A6-Ultra quarters 3CDA9C281456-E7A6—No replays 3CDA9D241456-E7A6—Infinite turbo, Team 1 3CDA9D241456-E7A7—Infinite turbo, Team 2 3CDA9D241456-E7A8--Infinite turbo, both teams 3CDA9C301456-E7A6-No goaltending, Team 1 3CDA9C301456-E7A7—No goaltending, Team 2 3CDA9C301456-E7A8-No goaltending, both teams 3CDA9C381456-E7A6-Tiny heads, Team 1 3CDA9C381456-E7A7-Tiny heads, Team 2 3CDA9C381456-E7A8—Tiny heads, both teams 3CDA9C3C1456-E7A6—Tiny players, Team 1 3CDA9C3C1456-E7A7—Tiny players, Team 2 3CDA9C3C1456-E7A8—Tiny players, both teams 3CDA9C4C1456-E7A6—Beach court 3CDA9C501456-E7A6-Street court 3CDA9C5C1456-E7A6-Show shot %, Team 1 3CDA9C5C1456-E7A7---5how shot %, Team 2 3CDA9C5C1456-E7A8---5how shot %, both teams 3CDA9C481456-E7A6--Granny shots 3CDA9C641456-E7A6-5how hotspots 3CDA9C601456-E7A8-No pushes 3CDA9C681456-E7A6-No hotspots 3CDA9C541456-E7A6—Tournament Mode 3CDA9C901456-E7A6-No fouls 3CDA9C4C1456-E7A6 + 3CDA9CA41456-E7A6-Rainy bead 3CDA9C4C1456-E7A6 + 3CDA9CA01456-E7A6-3CDA9C4C1456-F7A6 + 4CDA9C9C1456-F7A6-Blizzard beach 3CDA9C501456-E7A6 + 3CDA9CA41456-E7A6-Rainy streets 3CDA9C501456-E7A6 + 3CDA9CA01456-E7A6-3CDA9C501456-E7A6 + 4CDA9C9C1456-E7A6 Blizzard streets

Onimusha EC8562A01456-E60A-(M) Must be on 4CBF06C21456-E70D-Max. health 4CBF06C81456-E70D-Infinite health 4CBFF9E21456-E70D—Max. magic 4CBF01921456-E70D—Infinite lightning magic 4CBF019B1456-E70D-Infinite fire magic 4CBF01961456-E70D-Infinite wind magic 4CBFFFE01456-99EE-Max. injected souls 4CBFFFDC1456-99EE—Max. enhancement points 1CBFFF202456-B0A9—Have Holy armor 1CBFFF242456-B0AA—Have Great armor 1CBFFF0B0456-B0B1--Have Bishamon sword 1CBFFE2C2456-B0B4--Infinite arrows 1CBFFE302456-B0AD-Infinite Fire arrows 1CBFFE382456-B0AE-Infinite bullets 1CRFFE3C2456-BOAF-Infinite burst bullets 1CBFFE4C2456-44A6—Infinite herbs 1CBFFE 502456-44A7—Infinite medicine 1CBFFE543456-44A2---Infinite Power Jewel 1CBFFE582456-44A3-Infinite Magic Jewel 1CBFFE5C2456-44A1—Infinite Soul Absorber 1CBFFE602456-44A8-Infinite Talisman 1CBFFE642456-B0D5—Red key 1CBFFE682456-B0D6-Blue key 1CBFFE6C2456-B0D7-Green key 1CBFFE700456-B0D8-Shinobi Kit 1CBFFE742456-DBA4---All Fluorite 1CBFFE782456-B075—Bishamon O. 1CRFFF7C2456-R05C-Vision staff 1CBFFE802456-E65B-Great arrow 1CBFFE842356-B05A-Decorated arrow 1CBFFEB82456-B059-Great bow 1CBFFEBC2456-B060-Silver plate 1CBFFE902456-B05F-Gold plate 1CBFFE942456-B05E—Gear 1CBFFF982456-B05D---I . Crest Piece 1CBFFE9C2456-B064-R, Crest Piece 1CBFFEA02456-B063-Statue head 1CBFFEA42456-B062-Decorated sword 1CBFFEA82456-B061—Evil Plate 1CBFFEAC2456-B068—Purifier Bell 1CBFFEB02456-B067—Rosary of Com. 1CBFFEB42456-B066-Wood ladder 1CBFFEBB2456-B065---Rope ladder 1CBFF9DC1455-2BAF-Low time 4CBF019C1456-E404-999 enemies killed 4CBFF54E1456-E1D4—Easy pass, Oni Spirits 0C21FD181456-0105 + 4C21FD181456-E7A5-1-hit win, Final Boss 1CBF012C1656-B037—Have Sougen's Note 1CBF01301656-B038-Have Journal #1 1CBF01341656-B038-Have Journal #2 1CBF01381656-B032--- Have Journal #3 1CBF013C1656-B033-Have Journal #4 1CBF01401656-B034-Have Journal #5 1CBF01441656-B02D-Have Journal #6 1CBF01481656-B02E-Have Blue book

1CBF014C1656-B02F-Have Red book

1CBF01501656-8030-Have Green book

1CBF01581656-B02A-Have White book

CBF01541656-B029-Have Orange book

1CBF015C1656-B02B-Have Apocalypse #1 book

1CBF01601656-B02C-Have Apocalypse #2 book 1CBF01641656-B045—Have 5eiryu bool 1CBF016B164F-B045—5eiryu Vol. 1 2 3 4 1CBF016C164F-B046--- Suzaku Vol. 1 2 3 4 1CBF0170164F-B047-Byakko Vol. 1 2 3 4 1CBF0174164F-B048--Genbu Vol. 1 2 3 4 1CBFFE0C1456-B026---Und, Temple Map 1CBFFE101456-B027—South Area Map 1CBFFE141456-B028-Keep Map 1CBFFE181456-B021-Keep Und. Map 1CBFFE1C1456-B022--West Area Map 1CBFFE201456-B023-East Area Map 1CBFFE241456-B024—Dark Realm Map

Queka III Ravolution EC8BBE641456-E60A—(M) Must be on 4C002DEC1456-089C—Max. Frag medals 4C002D1C1456-089C—Max, Impressive medals 4C002C4C1456-089C-Max. Gauntlet medals 4C002C7C1456-0B9C-Max, Excellent medals 4C002CAC1456-089C-Max. Accuracy medals 4C002CDC1456-089C---Max. Perfect medals 4CFF046B1456-E404—999 Frags 4C00ACCA1456-1DA6-Max. flag time 4CFF048C1456-E7A5-Never been killed 0CFF04381456-E7A5 + 4CFF043B1456-E7DD 4 OCE15EBC1456-E7A5 + 4CE15EBC1456-E7DD-

Extra armor 4CFF07301456-E404-Machine gun ammo 4CFF07341456-E404---Shotgun ammo 4CFF07481456-E404 Plasma gun ammo 4CFF075C1456-E404---Chain gun ammo 4CFF073B1456-E404-G. Launcher ammo 4CFF073C1456-E404—R. Launcher ammo

Ring of Rad EC8782F41456-E60A---(M) Must be on 4C597F041456-E6B9---Infinite health 4C5A83201456-E7A5-Easy kills 4C597F8E1456-24A5—99.99% accuracy 4C5A82301456-F7A5 + 4C5A82341456-F7A5 + 4C5AB2381456-E7A5-No enemy troops 4C597F141456-E78D + 4C597F181456-E78D + 4C597F1C1456-E78D-Infinite health for troops 4C597F1E1456-E79F---Max. Special Shells 4C597F201456-E79F-Infinite Specials 1C597F981456-E7A5-Always loaded

Shedow of Destiny ECBB5AC41456-E60A-(M) Must be or 4CA44E561456-E79F + 4CA446F81456-E79F-Infinite power

5SX

3CB22BDC1456-E70C-Master status (Mac) 3CB22AA01456-E70C-Master status (Moby) 3CB22CEC1456-E70C-Master status (Elsie) 3CB22B541456-E70C-Master status (Kaori) 3CB22B1B1456-E70C—Master status (Jurgen) 3CB22C281456-E70C—Master status (JP)
3CB22D641456-E70C—Master status (Zoe) 3CB229901456-E70C—Master status (Hiro) 1CB22BE8023C-DAB1—Max. stats (Mac) 1CB22AAC0048-D8B1-Max. stats (Moby) 1CB22CF80943-CCAB-Max. stats (Elise) 1CB22B600243-D8B3—Max. stats (Kapri) 1CB2282413D3-E527-Max. stats (Jurgen) 1CB22C340047-D9B4--- Max, stats (JP) 1CB22D70FC47-CEAE—Max. stats (Zoe) 1CB2299C0643-D1B0—Max. stats (Hiro)

Street Fighter EX 3

1C1BFB6061DF-B00C—All characters 1CD9DAE01455-692C--Max. experience 1CD9DD3061DF-B00C + 1CD9DD3461DF-B00C 1CD9DD4061DF-800C + 1CD9DD4461DF-800C + 1CD9DD5061DF-800C---All trials complete 7CD9DAE41443-E7A6 + 3C98832914S6-E7A5-AII moves purchased

4C5857281456-DE85—Infinite Super, Player 1 (1st) 4C5857281456-E7A5—No Super, Player 1 (1st) 4C558AD81456-DE85--Infinite Super, Player 1 (2nd)

4C558AD81456-E7A5-No Super, Player 1 (2nd) 4C55F6381456-DE85—Infinite Super, Player 2 (1st) 4C55F6381456-E7A5—No Super, Player 2 (1st) 4C55C0B81456-DE85—Infinite Super, Player 2 (2nd)

4C55C0881456-E7A5-No Super, Player 2 (2nd) 4C7414A01456-4BA5—Infinite Stand-By Team 1 4C7414A01456-E7A5—No Stand-By Team 1 4C74173C14S6-4BA5-Infinite Stand-By Team 2 4C74173C1456-E7A5-No Stand-By Team 2

Summoner

1DBFBB00144F-25CC--Start with gold 1D3915B81456-E6A5-Max. Ring of Light

Unison

EC8789441456-F60A--(M) Must be on 4C0FC2701456-E404-Max, combo 4C0FC2581456-E404-Max. perfects 4C0FC2641456-E7A5-0 Bad 4C0FC26B1456-E7A5-0 Miss

Zone of the Enders

ECB784141456-E60A-(M) Must be on 4CDF70521456-E404—Infinite Javelin 4CDF70581456-E404—Infinite Geyser 4CDF70561456-E404-Infinite Bounder 4CDF705C1456-E404 Infinite Phalanx 4CDF705A1456-E404-Infinite Halberd 4CDF70601456-E404---Infinite Comet 4CDF705E1456-E404—Infinite Gauntlet 4CDF70641456-E404-Infinite 5niper 4CDF70621456-E404---Infinite Decoy 4CDF70681456-E404-Infinite Mumm

Dreamcast

Deytona USA

7C96D81DC070-5041 + 7C95D81D0000-0003--Start on last lan 25C4685AC070-7041 + 25C7685A0000-0000-Always place 1st 56D77BCB0000-0B5B-Infinite lap time B06537DB2070-4E1E + 6663605E0000-3FFF---Press A for turbo

Ducati World Recing Challenge 810E89C2E06E-D041 + E070-5041—Tasks complete CED8049AE070-D041 + 4070-5041—All licenses B6CC09C50000-FFFF--All biker

9BB9F93BFFFF-FFFF + FC6B1B770000-FFFF--- All tracks Record of Lodoss War

9C5D-B8F8-[M] Must be first BE5E06B705F5-E0FF-Quick level gain (Hero) 16B443340000-270F + 47CB021F0000-270F-Infinite HP (Hero) 9BE9C0B80000-270F + DB0B519D0000-270F-Infinite MP (Hero) C03ABD1B0000-270F-Max. damage (Hero) 7032FBB60000-270F---Max. armor (Hero) 171443340000-270F-Max, durability (Hero) 9A49C0BB0000-270F-Max. parry (Hero) 3B0EE56E0000-270F-Max. magic power 7BD2FB8C05F5-0EFF—Infinite Mithrill

SnoCross Championship B5B60B350000-0007—All Tracks/Leagues/Vehicles 2AD752FD0000-0001—Play as ATV

2AD752FD0000-0002—Play as Go-Cart Spece Chennel 5

A99357E00000-0009 + 5FC771DF0000-0009-

Infinite health B6A63CC20000-0009-Max, viewer rating

Game Boy Alians: Thanatos Encounter

9163-D4C0 + 9163-03D0-Infinite health 91FF-18C1-Infinite time 9163-FFC0-Infinite Pistol ammo

9163-C1C1-Infinite Pulse Rifle ammo 9163-00C1-Infinite 5hotgun ammo 9163-01C1-Infinite Grenade Launcher ammo 9163-03C1-Infinite Incinerator ammo 9163-04C1-Infinite 5martgun ammo

Azure Dreams 01FA-B1C0-Koh quick level-up 0163-AAC0—Koh level 99 01FA-D6C0—Koh infinite MP

01FF-D4C0-Koh infinite HP

Dragon's Lair 0103-1CCA-Infinite lives Indiana Jones and the Infernal Mechine

9125-F3CE—Infinite health 9125-B0CE—Infinite air 9105-92CA-Infinite health packs 9105-93CA-Infinite poison packs Inspector Gedgat: Operation Mad Cactus

9110-C5CA-Infinite health (Gadget) 9103-C6CA-Infinite health (Penny & Brain) 9163-C4CA-Infinite lives 9114-C3CA-Max. G bonus

Magi-Nation 91FF-49D1—Infinite energy 91FF-50D1-Max. energy

Mickay's Speadway

9100-EAC7-Stop times

Race Time 9103-54C6-Always last lap

9101-C8C2 + 9101-88C6-Always first place 9100-6CC5-Stop timer

Rockat Powar: Get Some Air 9163-C5C6---Max. coins

9109-C6C6--Max. "L

9109-DFC6 + 9109-E0C6 + 9109-E1C6 + 9109-E2C6 + 9109-E3C6 + 9109-E4C6 + 9109-E5C6-Max.

The Simpsons Night of the Living Treehouse of Horror

932B-31D0—5top timer 9120-A5C2-Infinite health 9109-9CC2-Infinite lives 9100-C6C1-No items to be collected 9139-03D0 + 9139-04D0 + 9139-05D0 + 9139-06D0

+ 9139-07D0 + 9139-0BD0-Max, score Spongebob Squarapants Legand of the Lost Spetula

9102-C6C3—Infinite health 9189-ACC3—Invincibility

Tech Deck Skateboarding

9163-34C4—5top time 9101-B1C5 + 9102-B2C5 + 9103-B3C5 + 9104-B4C5 + 9105-B5C5—Have all decks, Level 1 9106-B6C5 + 9107-B7C5 + 9108-B8C5 + 9109-B9C5 +910A-BAC5-Have all decks, Level 2 910B-BBC5 + 910C-BCC5 + 910D-BDC5 + 910E-BEC5 910F-BFC5-Have all decks, Level 3 9110-C0C5 + 9111-C1C5 + 9112-C2C5 + 9113-C3C5 + 9114-C4C5-Have all decks, Level 4 9115-C5C5 + 9116-C6C5 + 9117-C7C5 + 9118-CRC5 + 9119-C9C5-Have all decks Level 5 911A-CAC5 + 911B-CBC5 + 911-CCC5 + 911D-CDC5 + 911E-CEC5—Have all decks, Level 6 911F-CFC5 + 9120-D0C5 + 9121-D1C5 + 9122-D2C5 + 9123-D3C5—Have all decks, Level 7 9124-D4C5 + 9125-D5C5 + 9126-D6C5 + 9127-D7C5 + 9128-D8C5-Have all decks, Level B 9129-D9C5 + 912A-DAC5 + 912B-DBC5 -912C-DCC5 + 912D-DDC5—Have all decks, Level 9 912E-DEC5 + 912F-DFC5 + 9130-E0C5 + 9131-E1C5 + 9132-E2C5-Have all decks, Level 10

Tom and Jarry: Mouse Hunt

912E-9EC2—Stop timer 9132-30C9—Player 1 quick win 9100-30C9-Player 1 no mice 9132-2FC9-Player 2 quick win 9100-2FC9-Player 2 no mice 9117-C9C2-Start on last level

Turok: Battla of the Bionosaurs

0101-B0C1 + 0101-B1C1 + 0101-B2C1 + 0101-B3C1 + 0101-B4C1 + 0101-B5C1 + 0101-B6C1 + 0101-87C1 + 0101-88C1 + 0101-89C1 + 0101-8AC1 + 0101-BBC1-Have all weapons

Nintendo 64

Conker's Bad Fur Day 800CC49A-0006-Infinite health, Player 1

800CC7C6-0006-Infinite health, Player 2 800CCAF2-0006-Infinite health, Player 3 800CCE1E-0006-Infinite health, Player 4 8108FD7A-7500-Stop timer 800D2144-0009-Infinite lives 810D2148-E0FF + B10D214A-05F5-Infinite cash 800CC382-0001-Infinite air R10E9D03-00EE + 810E9D04-00EE-Unlock all leve els and chapters 810E9D01-00FF + 810E9D02-00FF---Unlock all char-



If you're having trouble with a video game and you need IMMEDIATE assistance, follow these steps and you might get the help you need!

1) Examine the game, the box it came in or the instruction manual to find out the name of the game's

2) Check this page to see if that company has a tip hotline that you can call for advice!

3) If you can't find that company's name on this list, check the game, the box or the instruction manual to see if the publisher lists a phone number that you can call for tips.

4) A5 a last resort, if the game you're having trouble with is made for the Nintendo 64 or Game Boy (Color), try Nintendo's hotline; it's the only one we know of that can usually supply tips for third-party games

5) Whatever you do, DON'T call Tips & TRICKS! We don't have a tip hotline and we're very busy working on the next issue for you.

NOTE: All Hint Hotlines require a touch-tone phone; callers must be a minimum of age 18-or have parental permission-to call.

1-900-CALL-300 (1-900-225-5336)

HOURS: Monday through Friday, 9 AM to 12 PM and 2 PM to 5 PM (Pacific Standard COST 95d/minute

ORG STUDIOS

1-900-933-SONY (U.S.)

1-900-451-5757 (Canada) HOURS (U.S.): Monday through Friday 8 to 5 PM Pacific Standard Time for Ilve information, 24 hours for

automated help (Canada): 24-hour automated information COST (U.S.): 95¢/minute automated, \$1.40/minute live, \$6.95 to \$16.95 for tips by mail, \$5 to \$20 for card recharge

(Canada): \$1.50/minute for automated hints

1-900-407-TIPS (1-900-407-8477) HOURS: (unknown) COST: 95¢/minute

ACTIVISION

1-900-680-4468 (U.S.) 1-900-451-4849 (Canada)

HOURS: Monday through Friday,

9 AM to 5 PM Pacific Standard Time (excluding holidays)

COST (U.S.): 99¢/minute (Canada): \$1.49/minute

1-900-288-A5CII (1-900-288-2724)

HOURS: 24 hours a day, 365 days a year COST: 95¢/minute

AMERICAN SOFTWORKS CORP 1-900-CALL-A5C (1-900-225-5272)

HOURS: 24 hours a day COST: 80¢/minute

ATILIS SOFTWARE

1-900-CALL-ATLU5 (1-900-225-5285) HOURS: (unknown)

COST: 95¢/minute or \$1.25/minute for live assistance

1-900-680-CLUE (1-900-680-2583) (U.S.)

1-900-677-2272 (Canada)

HOURS: Monday through Friday, 8:30 AM to 5 PM (Pacific Standard Time) COST (U.S.): 99¢/minute for 24-hour pre-recorded in formation; \$1.35/minute for live help

(Canada): \$1.35/minute CRAVE ENTERTAINMENT

1-900-903-4468 (U.S.) 1-900-677-4468 (Canada) HOURS: (unknown) COST (U.S.): 95¢/minute (Capada): \$1.50/minute

DREAMWORKS INTERACTIVE

1-900-454-GAME (1-900-454-4263) HOURS: 24 hours a day, 365 days a year COST: 95¢/minute

1-900-773-4367 (U.S.) 1-900-643-4367 (Canada) HOURS: 24 hours a day

COST: 99¢/minute

ELECTRONIC ARTS 1-900-288-HINT (1-900-288-4468) 1-900-451-4873 (Canada)

COST (U.S.): 95¢/minute COST (Canada): \$1.15/minute

FOX INTERACTIVE 1-900-CALL4FOX (1-900-225-5436) HOURS: (unknown)

COST: 85t/minute

1-900-CALL-2GT (1-900-225-5248) HOURS: (unknown)

COST: 95¢/min.

MICHOCOAMES

1-900-454-HINT (1-900-454-4468) HOURS: (unknown)

COST: 99 r/minute

INTERACT GAMESHARK CODELINE

1-900-773-7427 (U.S.) 1-900-677-4242 (Canada)

HOURS: 24 hours a day, 7 days a week COST (U.S.): \$1.27/minute

COST (Canada): \$1.79/minute

1-900-370-PLAY (U.5.) 1-900-451-6869 (Canada)

HOURS: 24 hours a day, 7 days a week

COST (U.S.): 95¢/minu COST (Canada): \$1.25/minute

1-900-896-HINT (1-900-896-4468)

HOURS: Automated help 24 hours a day, 365 days a year; live assistance Monday through Friday, 9 AM to 5:30 PM (Pacific Standard Time) COST: 95¢/minute for automated help; \$1.25/minute

for live assistance

LUCASARTS 1-900-740-JEDI (1-900-740-5334) (U.S.)

1-900-677-JEOI (1-900-677-5334) (Canada) HOURS: (unknown)

COST (U.S.): 95¢/minute

COST (Canada): \$1.25/minute

MIDWAY 1-903-874-5092

HOURS: Monday through Friday,

10 AM to 6:30 PM (Central Time); Automated help available 24 hours a day, 365 days a year COST: Standard long-distance rates to Texas apply

1-900-737-2262

HOURS: Monday through Friday,

9 AM to 5 PM (Pacific Standard Time) COST: 95 ¢/minute for automated tips; \$1.15/minute

for live assistance

1-900-288-0707 (Live assistance, U.S.)

1-900-451-4400 (Live assistance, Canada) 1-425-885-7529 (Power Line—automated tips)
HOURS (Live assistance): Monday through Saturday,

6 AM to 9 PM (Pacific Standard Time) Sunday 6 AM to 7 PM (Pacific Standard Time) HOURS (Power Line): 24 hours a day

COST (U.S.): \$1.50/minute COST (Canada): \$2.00/minute COST (Power Line): Standard long-distance rates to

Seattle, Washington apply

SORRY, PARAPPA... TIPS & TRICKS DOESN'T GIVE OUT CODES OVER THE PHONE! WHAAT?

1-900-976-HINT (1-900-976-4468)

HOURS: Monday through Friday, 9 AM to 5 PM for live assistance; automated tips available 24 hours a day, 365 days a year COST: 95 r/minute for automated tips, \$1.35/minute

for live assistance

1-900-200-5FGA (U.S.) 1-900-451-5252 (Canada)

COST (Canada): \$1.50/minute

HOURS: (unknown) COST (U.S.): 95¢/minute for automated tips, \$1.50/minute for live assistance

SIFRRA

1-900-370-KLUE (1-900-370-5583) (U.S.)

1-900-451-3356 (Canada) HOURS: 24 hours a day, 7 days a week COST (U.S.): 95¢/minute COST (Canada): \$1,25/minute

SONY COMPUTER ENTERTAINMENT AMERICA

1-900-933-SONY (1-900-933-7669) (U.S.)

1-900-451-5757 (Canada) HOURS: Monday through Friday, 8 AM to 6 PM (Pacific Standard Time) for live assistance; automated support

available 24 hours a day, 365 days a year COST (U.S.): 95¢/minute for automated tips \$1.25/minute for live assistance, \$4.95 for mailed-out

COST (Canada): \$1.25/minute

1-900-407-KLUE (1-900-407-5583)

HOURS: Monday through Friday, 8 AM to 5 PM (Pacific Standard Time) for live assistance; automated support available 24 hours a day, 365 days a year COST (U.S.): 99#/minute for automated tips.

\$1.35/minute for live assistance COST (Canada): \$1.50/minute for automated tips only

1-310-944-5005 HOURS: Monday through Friday, 1 PM to 5 PM (Pacific Standard Time)

COST: Standard long-distance rates to Southern California apply

1-900-370-HINT (1-900-370-4468)

HOURS: Monday through Friday, 9 AM to 5 PM (Pacific Standard Time) for live assistance; automated support available 24 hours a day COST: 95¢/minute for automated tips, \$1.25/minute

for live assistance

1-900-420-4UBI (1-900-420-4824) (U.S)

1-900-451-5555 (Canada) HOURS: (unknown) COST (U.S.): 95¢/minute

COST (Canada): \$1.50/minute

VIRGIN INTERACTIVE

1-900-288-4744 (U.S.) 1-900-451-4422 (Canada)

HOURS: 24 hours a day, 365 days a year COST (U.S.): 95¢/minute

COST (Canada): 55¢ for the first minute, \$1.25 each additional minute

SSUES *BACK ISSUES *BAC



1999

January - (X991) Bust a Groove:
Tomb Raider III (Part 1), Guilty Gear,
Glover, Xenogears, Crash Bandicoot:
Warped

February - (X992) Gauntlet Legends: Brave Fencer Musashi, Penny Racers, Destrega, The Legend of Zelda: Ocarina of Time (Part 2), Tomb Raider III (Part 2)

March - (X993) Syphon Filter (Part 1): CarnEvil, Irritating Stick, Snowboard Kids 2, Castlevania (Part 1), Tetris

June - (X996) Super Smash Brothers: Super Mario Brothers Deluxe, Ehrgeiz, Shadow Madness, The House of the Dead 2 (Part 1), Bomberman Fantasy Race, Guardian's Crusade (Part 2)

July - (X997) Driver: Gex 3, Star Wars Episode 1 Racer, Bloody Roar 2, Driver (Part 1), Star Ocean: The Second Story, Hybrid Heaven, NBA Showtime: NBA on NBC, The House of the Dead 2 (Part 2)

August - (X998) Pokémon Snap: Ape Escape, R-Type Delta, Shadowgate 64 (Part 1), Superman, Jade Cocoon, Driver (Part 2)

October - (X99A) Final Fantasy VIII (Part 1): Dino Crisis, Duke Nukem: Zero Hour, Sonic Adventure, Survival Kids November - (X99B) Crash Team Racing: Monster Rancher 2, WCW Mayhem, Mortal Kombat Gold, Rising Zan: Samurai Gunman, Tekken Tag Tournament, Final Fantasy VIII (Part 2)

December - (X99C) 007: Tomorrow Never Dies: Winback, Spyro 2: Ripto's Rage, Sega Bass Fishing, Tony Hawk's Pro Skater, Hot Wheels Turbo Racing

2000

January - (X001) Toy Story 2: Resident Evil 3: Nemesis, Toy Commander, Paperboy, Lego Racers, Harvest Moon, Prehistoric Isle 2

February - (X002) Tomba 2: The Evil Swine Return: Chocobo's Dungeon 2, Xena—Warrior Princess:

Dungeon 2, Xena—Warrior Princess The Talisman of Fate, Zombie Revenge, Vigilante 8: 2nd Offense, Dragon Warrior Monsters

March - (X003) Jackie Chan Stuntmaster: Misadventures of Tron Bonne, Crazy Taxi, The New Adventures of Mary Kate & Ashley, Jojo's Venture, Donkey Kong 64, Gran Turismo 2

April - (X004) Pokémon Stadium: Die Hard Trilogy 2, Dead or Alive 2, Ace Combat 3, Armored Core: Master of Arena

May - (X005) Syphon Filter 2: Chu Chu Rocketl, Strikers 1945 Plus, Front Mission 3 (Part 1), Pokémon Stadium (Part 2) June - (X006) Resident Evil Code Veronica: Mr. Driller, I-Spy: Operation Espionage, Front Mission 3 (Part 2), Pokémon Stadium (Part 3)

July - (X007) X-Men Mutant Academy: Excitebike 64, Covert Ops: Nuclear Dawn, Street Fighter III: Double Impact, Army Men: World War, Pokémon Trading Card Game, Garou: Mark of the Wolves

August - (X008) Marvel vs. Capcom 2 (Part 1): Perfect Dark, Threads of Fate, NGEN Racing, Metal Slug 3, Hercules: The Legendary Journeys

September - (X009) Chrono Cross: Kirby 64: The Crystal Shards, Marvel vs. Capcom 2 (Part 2), Seaman, Valkyrie Profile, Tokyo Xtreme Racer 2

October - (X00A) Spiderman: Ultimate Fighting Championship, Incredible Crisis, Street Fighter III: 3rd Strike, Ogre Battle 64

November - (X00B) Capcom vs. SNK (Part 1): Ridge Racer V, Eternal Ring, Armored Core 2, Army Men: Sarge's Heroes 2, Tony Hawk's Pro Skater 2, The Grid

December - (X00C) 007: The World Is Not Enough: The Legend of Zelda: Majora's Mask, Jet Grind Radio, TimeSplitters, Capcom vs. SNK (Part 2)

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Greetings, sports fans, and welcome to the Tips & Tricks sports section! In this monthly column, I'll be bringing you all of the freshest dirt on your favorite sports video games. Not reviews, but tips, strategy advice and roster changes that will keep you in the lead while keeping your games as true-to life as possible. I'll also show you the newest sports-related game goodies and comment on the latest happenings from right here behind the...

TIPS & TRICKS

gates in a home-runathon to catch Big Mac's record. There has been one phenomena to emerge from the settling dust, though, and it is a man who often goes by one name: Ichiro.

Daly

As forecasted by our prophetic Japan Report in the January 2001 issue, Ichiro Suzuki-the first Japanese position player to enter American professional baseball—has more than managed to stay on someone's roster. He now starts for the Seattle Mariners, playing right field and taking on leadoff batter responsibilities. He steals bases, hits remarkably and fields with a natural smoothness. Seattle fans are more than jazzed. Nomo? These guys don't even remember Junior and A-Rod...and Buhner is quickly fading from their memories. As I delved further into this year's crop of baseball games, I not only explored strategy and techniques, but I examined the Ichiro factor as well.

School's pretty much out now, so unless you're going to summer school or are unfortunate enough to live in an area so populated that it uses tracked school schedules, you're getting in lots of air conditioning, gaming and...baseball! With women's pro basketball and soccer leagues now rolling, competition for television time is a little stiffer than the summers of yore, but—no offense to Mia Hamm or Lisa Leslie—I don't think that Major League Baseball is sweating it yet. I'm sure you'll take in your share of seventh-inning stretches in the coming months, and if you have been already, you may have noticed that we're almost a third of the way through this season, with nothing too crazy having gone down. No riot-inciting racial epithets from moronic closing pitchers, no benchclearing brawls between white-collar million-dollar athletes and drunken blue-collar fans, and no one leaping out of the

EA Sports' Triple Play Baseball continues EA's fine tradition. Featuring better graphics and player modeling than High Heat, Triple Play also allows unprecedented control of both pitching and batting. Both pitchers and batters have a cursor to select where their stroke will fall. When pitching, you select a pitch and then where you want to put it (or where you want your opponent to think you're putting it). Triple Play allows some control over

the pitch's motion after it has left your hand. This means that you can pitch something that looks (to the batter) as



if it will be a ball, but you can steer it back into the strike zone before it reaches the catcher's glove. With this degree of control, you can really paint the corners of the strike zone. It is best to develop a series of preferred pitches that lead your opponent into a rhythm that you can then disrupt by changing the sequence. For instance, I like

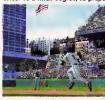
to start with a strike to the inside corner of the strike zone. Inside pitches are difficult to connect with, and if a connection is actually made, it is usually on the weak part of the bat, usually resulting in a foul ball or grounder at best. I try to follow this with either a sinker that appears to be in the lower portion of the strike zone but will actually drop out of it, or a curve ball that looks as if it will not cover the plate, but does. Once I've got the

batter in a two-strike hole and adjusted to my fastballs, I like the change-up down the middle or low. The batter's so raring for a hit that his frustration usually has him swinging before the ball even gets to him. Strike three! Fielding now has power-sensitive throwing. The harder and longer you press X, the faster your throw to the base will get there.



Keep this in mind. because an inadvertently lazy throw sometimes won't catch a fast runner. When batting, you can see the pitcher's cursor in the strike zone. Use the analog stick to move your own cursor so that it matches the

pitcher's. This should result in contact with a well-timed swing. Remember, though, that the pitcher can still move the ball off the cursor so a small degree, so prepare yourself for the possibility of



minor adjustments. Also, if you've ever watched a quality home run hitter, you may have noticed that they really lift the ball when they swing through it on a power hit. In order to do this, you must get slightly underneath the ball. If you're looking to go deep (a good idea if you have men in scoring position, especially if a power hitter is at bat), move the bat-

ting cursor slightly below the pitcher's cursor. Don't get too far underneath it, however, because the result is almost always an easily fieldable pop fly. Triple Play also has an All-Star Game option in which you can simulate the yearly contest between the American and National Leagues' best players. Triple Play's most notable flaw is its complete lack of Ichiro, in any capacity.

Triple Play Baseball Cheats

- · Want the ultimate grand-slam hitter on your team? Create a player and name him SLUGGER. He will always hit a grand
- slam if the bases are loaded. · How about a rocket of a pitcher? Create a player and name him STRONG ARM. He can throw 110 mph pitches.
- · While circling the bases following a home run, you can press \triangle to hear a soft horn, $\stackrel{\frown}{=}$ to hear a loud horn and \bigcirc to
- If you hold L1 + L2 + R1 + R2 and press \uparrow , \triangle , \rightarrow and \bigcirc (in that order) you will hear a surprise sound!

3DO's High Heat Major League Baseball 2002 for the PlayStation 2 is a competent delivery for the platform. Graphics and overall presentation are solid, but High Heat lacks the degree of control that makes some of its competitors appealing.

After you have selected your pitch when on the mound, you must choose if

you want to deliver a strike or a ball. While choosing this option, you must point the D-pad in the direction that you want the pitch to go, which has an rather vague effect on the ball's path. That is, if you point the D-pad Down, you know the ball will drop, but it is difficult to know how far. Purists might

appreciate this haziness, though, as it approximates the diffi-



approximates the difficulty of putting a ball exactly where you want it in real life. Batting is similar; though you can use the D-pad to choose where your bat will move through the strike zone, it is vague and difficult to control. Fielding is fairly straightforward, but beware of infield ground balls. They can easily be missed when approaching them and are more easily scooped up for the play if you press × and

Down on the Dpad to

trap the ball. Generally speaking (and this applies to all three games), you should align your fielders depending on the skill of the batter. If a bigtime hitter comes up, play your fielders normal or deep. If a poor hitter or pitcher comes up to

bat, move your fielders in.

Also, make a mental note of where the play is before you throw the pitch. When pitching, you are often so caught up in the pitch choice and its delivery that you might forget to note

where the plays are. You only have a couple of moments before baserunners will successfully advance, so you definitely want to keep in mind where they are going, because a miscue or two can result in no outs and loaded bases. Incidentally, High Heat's Ichiro is called David Takaqi for lack-of-license reasons.





MLB 2002



You might want to sit down to prepare yourself for this next one, because I'm about to give my unconditional support to a 989 Sports game. The fact is, with its new MLB 2002, 999 has outdone every baseball game out there...which is saying a lot, considering that it's only available for the PS1 at this point. MLB 2002 Features all of

the pitching and batting control of *Triple Play* but has added bonuses. When pitching, you can pick exactly what spot you want in the displayed strike zone, but you can only do it after you have initiated the pitch. This means that once you've started



to throw the ball, you have slightly less than a second to move the cursor where you want it. If you move it incorrectly or not enough, your pitch will not go where you may have wanted it. This is a nice compresse between the vague positioning of High Heat and the perhaps-too-scientific

pitch placement in Triple Play. After all, pitching isn't so easy that you can take five minutes to select the exact location you want and actually put it there. MLB recognized that major league pitch placement, while often quite accurate, isn't that simple. Pitching also features a strength meter that lets you gauge how hard you

are throwing. This meter gives you very specific control of your power. For example, you can throw a fastball at 90% of you capacity if you want. You can continue to adjust the power until the ball leaves your hand. This means you can press X just hard enough to get your meter halfway up,



tricking the batter into thinking he's getting a slow pitch. Then, just before the ball leaves your hand, you can give × a final hard push, kicking the meter up to full power. The batter now only has a moment to react to the speed

change. This goes a long way in simulating actual pitching release style and a batter's ability to anticipate the pitch based on that release. MLB also adds a realistic facet to batting with its Total



Control Batting feature.
Though it can be turned off, Total Control Batting is encouraged as a default, mainly because trying to guess pitches is an important part of the duel between pitcher and batter. Being forced to try to guess the pitch requires you to pay more attention to the pitcher's

general pitch sequences and to try to get into the mind of your opponent (which is actually a huge part of baseball). Total Control Batting lets you guess either pitch selection or location or both. If you guess correctly, your bat will have a bigger sweet spot and give you a greater chance of a hit. If you guess wrong, the opposite occurs. A perfect guess will result in a flashing batting cursor. If you see this, get ready to tee off on the ball. Sometimes you may have guessed an inside (or outside) pitch perfectly and will want to hit it because the cursor is flashing. If this is the case, quickly use R2 and the D-pad, as the pitch is approaching, to relocate yourself in the batter's box so that the thick part of your bat is aligned with the batting cursor. If you can do this in time, you're almost guaranteed a home run! MLB also has an All-Star Game as well as a farm system for its General Manager mode. All of that accuracy and control...and to top it off, the game actually features Ichiro, in name as well as body. A big score for 989 Sports.



TIPS & TRICKS

July 2001





This monthly column features reports on all of the major arcade and home video-game tournaments happening across the nation! On these pages you can see photos of the country's greatest players, check our calendar for dates, locations and tournament events in your area and even get tips on how to run your own video game tournament. Support your local arcade and get your tournament in TIPS & TRICKS Magazine! To contact us about a tournament in your area that you'd like us to cover, send us a fax at (323) 651-3042, or write to us at least two months in advance at TIPS & TRICKS Tournament Report, c/o Jason Wilson, 8484 Wilshire Blvd., Suite 900, Beverly Hills, CA 90211.

NMC Player Witts South Florida Chal



Arturo Sanchez smiles after realizing he is going home with over \$800 in cash!

o compete in the first of four major Street Fighter tournaments this year, Arturo Sanchez took a 30-hour bus ride to Miami for the South Florida Challenge, held on April 21 and 22 at Flipper's Amusement Center. 32 players made their

way from all over Florida to play in the

Capcom vs. SNK portion of the tournament, while 50 players from as far away as Rhode Island and Louisiana competed for cash prizes in the Marvel vs. Capcom 2

tournament. Arturo went to the dark side and chose Nakoruru as part of his main team. defeating Jason Wilson in the finals of the winner's bracket 4-2. Wilson forfeited his second place finish to Angel Mateo—who had never previously fought any player from outside of Miami—in order for



Ari and Arturo battle it out in an intense MVC2 final that went down the to the last match of the last set!

Angel to fight Arturo in the finals. Arturo finished off



Angel Mateo battles Arturo for the Capcom vs. SNK crown.

Angel 4-1 with his Nakoruru/Dhalsim/ EX Vice team, winning \$360 for his first-place finish. 16-vear-old Ari Weintraub from Northbrook, Illinois nearly pulled off an improbable comeback in the Marvel vs. Capcom 2 tour-

nament, but fell to Arturo Sanchez 4-2, 0-4, 4-3 in a battle

that lasted until the final match of the final set! Arturo won another \$450 for his finish in that tournament as well. Most players from Orlando and Jacksonville were shocked to see that the majority of the top 10



Team Miami cheers for the locals. in both tournaments consisted of competitors from Miami instead of Orlando and Jacksonville, which were thought to have better of Marvel vs. Capcom 2 players. Special thanks to Jeff Condon of Flipper's for making this tournament a

reality, and to Ralph for helping throughout the tournament! Stay tuned for another major Flipper's tournament soon!



Capcom vs. SNK

1st Place—Arturo Sanchez (Nakoruru, EX Vice, King, Dhalsim, EX Yamazaki) 2nd Place—Angel Mateo (EX Honda, Terry, Dhalsim, King, EX Balrog) 3rd Place—Jason Wilson (EX Benimaru, EX King, Dhalsim, Blanka, Chun Li,

EX E. Honda) 4th Place—Alex Navarro (Nakoruru, EX Dhalsim, EX Vice, Blanka, Guile, Raiden, King)

Sth Place (tie)—Tony Arriola (Terry, EX Vice, King)

Sth Place (tie)—Trent Van Deven (random characters)

Marvel vs. Capcom 2

1st Place—Arturo Sanchez (Sentinel, Blackheart, Captain Commando) 2nd Place—Ari Weintraub (Sentinel, Blackheart, Captain Commando)

3rd Place—James Sekator (random characters) 4th Place—Eder Resendiz (Doom, Cable, Jin)

Sth Place (tie)—Oslanir Delisle (Sentinel, Doom, Cable)

Sth Place (tie)—Roland Miyares (Spiral, Sentinel, Doom)

GHOSTBUSTERS AT GOLFLAND!



A tter enduring 13 hours of Cable's Ghostbusters gun, Storm's screaming and Blackheart's screeching, I was ready to take a long nap! In the biggest tournament to hit California since 1996, Southern Hills Golfland became a Marvel vs. Capom 2

madhouse on March 31 when 90 players showed up from Washington, Oregon, Arizona, Nevada and all parts of California

to compete for a grand prize of \$550 and tokens! Most players copied teams and tactics used by California players for the past year and a half, with the majority using Cable (argh!), Sentinel, Blackheart, Storm, Dr. Doom, Spiral and Cyclops. One exception was surprise

third-place finisher Rat-

Duc Do smiles or the camera. Will he ever lose?

tana Phantarouh, who took out Michael "Nyte" Morse and Tone Nguyen of the "Versus" family with Iceman! Alex Valle



once again proved that he is the man to beat, finishing off Duc Do with an incredible team of Sentinel, Blackheart and Captain Commando. Top Northern California player Ricky Ortiz was ousted early and did not place in the top 10. Thanks again to John

Bailon for another spectacular Golfland Tournament!

1st Place—Alex Valle (Blackheart, Sentinel, Captain Commando)

2nd Place---Duc Do (Spiral, Cable, Sentinel)

3rd Place—Rattana Phantarouh (Cable, Doom, Iceman),

4th Place-Tone Nguyeri (Cable, Storm, Captain Commando) Sth Place (tie)—Jay "Viscant" Snyder (Doom, Storm, Sentinel)

5th Place (tie)—Long Tran (Strider, Doom, Cable)

Motor City "Winner Take All" Tournaments



Ari Weintraub proudly displays the bracket used during the Capcom vs. SNK tournament.

hicago's
Ari
Weintraub
drove to
Wizzards
Arcade in
Warren,
Michigan
for two

"winner take all" tournaments on

April 20, 2001. Ari was upset in the Marvel vs. Capcom 2 tournament—losing twice to Demetrius Tyner's Cable/Doom/Captain Commando team—but redeemed himself by winning the Capcom vs. SNK competition (even though he used Nakoruru),

only losing one round the entire time! Sean Hunter took first in Marvel with a well played Spiral/ Cable/Sentinel team. Congrats to everyone who entered, and thanks to



Sean takes home the Marvel vs. Capcom 2 Championship for Detroit!

Capcom vs. SNK

Ari for pictures!

1st Place—Ari Weintraub (Nakoruru, EX Vice, EX Yuri)

2nd Place—Dre Stinson (Ken, Guile)

3rd Place-Keshawn Cook (Zangief, Blanka, Sakura)

Marvel vs. Capcom 2

1st Place—Sean Hunter (Spiral, Cable, Sentinel)
2nd Place—Demetrius Tyner (Cable, Doom,

Captain Commando)

3rd Place—Ari Weintraub (Sentinel, Blackheart, Captain Commando)

United States Top 10 Player Rankings

(Rankings based on previous tournament performances, compiled by Tips & Tricks Magazine)

Capcom vs. SNK Top 10 Players

- 1. Alex Valle (Southern Hills Golfland, Stanton, CA)
 2. Ricky Ortiz (Golfland USA, Sunnyvale, CA)
- 3. Jason Nelson (Golfland USA, Sunnyvale, CA
- 4. Arturo Sanchez (Chinatown Fair, New York, NY)
- 5. (tie) Jason Wilson (All Amusement Center, Van Nuys, CA)
- S. (tie) John Choi (Golfland USA, Sunnyvale, CA)
- 7. Peter Ong (Einstein's, Austin, TX)
- B. Hsien Chang (Einstein's, Austin, TX)
- 9. Angel Mateo (Flipper's Amusement Center, Miami, FL)
 10. (tie) Jason Cole (Golfland USA, Sunnyvale, CA)
- 10. (tie) Jason Cole (Golfland USA, Sunnyvale, CA)10. (tie) James Chen (Southern Hills Golfland, Stanton, CA)
- 10. (tie) Alex Navarro (Flipper's Amusement Center,
 Miami. FL)

Marvel vs. Capcom 2 Top 10 Players

- 1. Alex Valle (Southern Hills Golfland, Stanton, CA)
 2. Duc Do (James Games, Upland, CA/Southern Hills
- Golfland, Stanton, CA)
- 3. Ricky Ortiz (Golfland USA, Sunnyvale, CA)
- Justin Wong (Chinatown Fair, New York, NY).
 Arturo Sanchez (Chinatown Fair, New York, NY)
- 6. Michael "Nyte" Morse (Southern Hills Golfland, Stanton, CA)
- 7. Jay "Viscant" Snyder (Nickel City, La Jolla, CA)
- B. Julien Robinson (University Pinball, Philadelphia, PA)
 9. Rattana Phantarouh (University of Washington,
 Seattle, WA)
- 10. Tone Nguyen (Southern Hills Golfland, Stanton, CA)



"Texas Techer" Stomps the Competition in Capcom vs. SNK!



Though best known for his skills in Street Fighter III: 3rd Strike, Hsien Chang upset Ricky Ortiz to win the Capcom vs. SNK tournament held March 10 at the University of Houston Gameroom. Known as the "Texas Techer" because of his skill with tech throws, Hsien's characters simply cannot be thrown. His flawless Evil Ryu took out Ricky's entire team of Nakoruru,

EX Vice and EX Yuri, then eventually finished off Peter Ong's Nakoruru, Dhalsim and EX Vice with a team of Nakoruru and Ryu! Can Nakoruru be



stopped? She has been chosen by the winners of the last 10 Capcom vs. SNK tournaments! The following day, March 11, Marvel vs. Capcom 2 was the main draw with over



50 entrants. Duc Do and Ricky Ortiz decided to "tie" for first, which kind of ruins the point of a tournament in the first place. Anyway, here are the results:

Capcom vs. SNK

1st Place—Hsien Chang (Evil Ryu, Nakoruru, Ken, Ryu)
2nd Place—Peter Ong (EX Yuri, Nakoruru, Dhalsim,
Tarry, EX Mai)

Terry, EX Mai)

3rd Place—Brian Tyson (Guile, King, Dhalsim) 4th Place—"LordVoid" (EX Kim, King, EX Vice)

Sth Place—Arturo Sanchez (Dhalsim, EX Yamazaki)

Sth Place—Ricky Ortiz (Nakoruru, EX Vice, EX Yuri)

Marvel vs. Capcom 2

1st Place (tie)—Ricky Ortiz (random teams)

1st Place (tie)—Duc Do (random teams)

3rd Place—Arturo Sanchez (Blackheart, Cable, Doom)
4th Place—Ari Weintraub (Cable, Storm, Sentine!)

Arcade Infinity Dance Dance Revolution Tournament

On March 24, 2001, Rowland Heights, California was host to a Dance Dance Revolution 4th Mix Plus tournament, with 63 participants for the "Perfect Attack" tournament and 66 for "Freestyle."

Goooooollllll Everyone has their own unique way of playing Dance Dance Revolution.

watched DDR experts put on their best show in an effort to win cash, tokens and a DDR Solo 2000 Machinel. An abundance of routines and freestyle performances were displayed throughout the tournament from players all over California and as far away as Texas, Georgia and New York! During the "freestyle" part of



Why don't these girls show up at MY arcade and play DDR?

the tournament, the players performed each of their routines and were ranked accordingly by nine different judges. However, a new format was brought into this tournament for Round 2 where the top eight contestants

from Round 1 were brought into a brack-eted elimination round. Songs were then chosen from a group of pre-selected numbers by the judges. The two seeded players would then freestyle the selected song in shuffle mode, and the judges



Some DDR freaks had custom made costumes just for this tournament!



A crowd of over 100 spectators watched the intense competition. the two, who advanced.

Special thanks to Mike "Crackpron"
Pham who contributed to this
article! Here's a list of the
winners and their prizes:

Perfect Attack Tournament
1st Place—Burn Suk "Jenith" Shon (\$100)
2nd thece infidiate "Fahimovation" figo (\$50)
3nd Place—Bryant "Orochi" Kongkachandra (\$25)

Freestyle Tournament
1st Place—Mel Baltazar (DDR 50/0 2000 dedicated machine)
2nd Place—Guyuk Wonto (5:0)
3rd Place—Chango (5:25)

GAMS HIES WAMPIRS SAVIOR TOURNAMENT



ame Hits Game Store hosted a Vampire Sav-Gior tournament for the hardcore Lansing, Michigan-area players on April 20th, In one of the closest battles yet seen at Game Hits, four players ran neck-and-neck for first place until the very end of the round-robin tournament, As the end neared, upsets abounded, with frontrunner Chris Tucker derailed and a two-way tie for second place locked in by brothers Tim and Andre Proctor. Here are the results:

1st Place—Jess Ragan 2nd Place (tie)—Tim Proctor 2nd Place (tie)-Andre Proctor 4th Place—Pat Reynolds



W M

June 22-24, 2001

2001 Midwest Street Fighter Championships

Contact: Super Just Games Northbrook, IL

(847) 559-8727

The 2001 Midwest Street Fighter Championships will begin on Friday, June 22 and finish up on Sunday, June 24. This marks the first time since 1996 that the tournament will take a full three days. Tournament prizes are going to include Capcom Sega Dreamcast Games, deluxe Capcom game marquees and gift certificates along with usual cash rewards for the top three players in each game. All this booty will be sure to entice gamers to come to the United States' longest-running annual Street Fighter tournament. Since 1993, nearly 800 gamers from 40 states and Canada have competed for the right to be called "Midwest Street Fighter Champion." 100% of the tournament entry fees will go to the winners, as well as bonus cash prizes from Twin Galaxies, the official video game and pinball scoreboard! Please note: The featured game of this tournament

will be Capcom vs. SNK, with qualifying rounds to begin on Saturday June 23, with the finals on Sunday June 24.

Friday, June 22

11:00 AM-Signups

12:00 PM-Street Fighter Alpha 2 tournament

7:00 PM-Street Fighter III: 3rd Strike tournament

More details about this wild Street Fighter weekend:

Saturday, June 23

11:00 AM-Signups

12:00 PM-Capcom vs. SNK qualifying rounds (16 players

will qualify for Sunday's finals)

6:00 PM-Marvel vs. Capcom 2 tournament

Sunday June 24

12:00 PM--Capcom vs. SNK finals

2:00 PM-Street Fighter Alpha 3 tournament

6:00 PM-Super Street Fighter II Turbo tournament

Winners of the Capcom vs. SNK tournament will receive the following prize packages:

1st Place-60% of all entry fees, 2 deluxe Capcom game marquees, a one-year subscription to TIPS & TRICKS Magazine, a Sega Dreamcast system and 2 Sega Dreamcast games 2nd Place-25% of all entry fees, 1 deluxe Capcom game

marquee and 2 Sega Dreamcast games

3rd Place-15% of all entry fees and a Sega Dreamcast game

4th place-1 Sega Dreamcast game

All other tourney winners receive:

1st Place-60% of all entry fees, a one year subscription to TIPS & TRICKS Magazine and 1 Sega Dreamcast game.

2nd Place-25% of all entry fees

3rd Place-15% of all entry fees

Free pizza will be given to paid tournament participants on Saturday June 24 during the Capcom vs. SNK tournament! Over 200 games are featured at Super Just Games, including nearly every Capcom fighting game ever made, Dance Dance Revolution USA and much, much more! For more information, contact Jayson McClellan at the number shown above.

August 4-5, 2001

B5 Street Fighter Championships

The Gameroom 281 Iron Point Rd. Folsom, CA 95630

(916) 608-9669

Last year's highly successful B4 tournament attracted over 100 gamers...and the BS is shaping up to be one of the biggest tournaments of the summer! Featured games include Marvel vs. Capcom 2, Capcom vs. SNK, Super Street Fighter II Turbo and Street Fighter Alpha 3. Cash prizes will be awarded to the top three finishers in each contest! Email Tom Cannon (inkblot@shoryuken.com) for more information.

RECURRING TOURNAMENTS

Marvel vs. Capcom 2/Capcom vs. 5NK Monthly Tournaments Contact: Southern Hills Golfland

Stanton, CA

(714) 895-4550

Southern Hills Golfland, the site of various national videogame tournaments, currently holds monthly tournaments on Marvel vs. Capcom 2 and Capcom vs. SNK with cash and tokens awarded for the top three spots.

Capcom vs. SNK Bi-Weekly Tournaments

Contact: Golfland USA Sunnyvale, CA

(408) 245-1322

Golfland USA holds bi-weekly tournaments in Capcom vs. SNK at 6:00 PM every other Saturday.

Game Hits Game Store Tournaments

Contact: Game Hits Game Store

4324 W. Saginaw Lansing, MI

(517) 323-0797

www.game-hits.com

Lansing, Michigan-based Game Hits Game Store hosts weekly tournaments for games that range from WWF: No Mercy to Street Fighter Alpha 3. All tournaments begin at 7:00 PM, with a \$2 entry fee. The following games will be featured on the dates indicated:

TIPS & TRICKS

July 7-Dead or Alive 2

July 14-Tekken Tag Tournament





Hard Core is a special section of Tips & Tricks where we showcase some of the best custom Core designs created by you, our readers, in Agetec's Armored Core series www.g



of games for the PlayStation (and Armored Core 2 for the PlayStation 2). Readers are also encouraged to challenge each other's Core designs; see below for information on how to submit your Core. Let's get on to this month's batch of new Core designs!

Featured Core Design

Designed by Mike Schmitt of Vestal, New York



Parts Head: HD-HELM Core: XXA-SO Arms: AN-K1 Legs: LN-2KZ-SP Generator: GBG-XR FCS: P/CV Boosters: B-VR-33

Back Weapon L: WM-L201 Large Missile Back Weapon R: WC-01QL Laser Cannon Arm Weapon L: LS-99-MOONLIGHT Laserblade Arm Weapon R: WG-RF/E Sniper Rifle Option Parts: SP-JAM, SP-SAP, SP-CND-K, SP-AXL, SP-S/SCR, SP-E/SCR, SP-EH, SP-E+, SP-ABS/Re

Color Scheme (General)

Base: Red: 1S. Green: 1S. Blue: 1S Optional: Red: 00, Green: 00, Blue: 00 Detail: Red: 15, Green: 00, Blue: 00 Joint: Red: 00, Green: 00, Blue: 00

Performance Armor Points: 6900 Weight: 6230 Price: 1,125,700

Mike did such a good job describing Grimm in his letter that I'm going to paraphrase his own words for this description. Grimm excels at speed and attack. Its only weakness is its AP-although it's low, a player with enough skill can get past it. The WG-RF/E has low ammo, but 10 shots is enough to make almost any

Grade: SUPERFINE



other Core submit. Its range is excellent; you can get a lock when the opponent isn't even on the radar! The WM-L201 is an excellent Large Missile because of its speed and power. The ammo is low, but again, 12 missiles are enough if you can hit with them. For easy wins, all you need to do is dash around the opponent and fire the Sniper Rifle a few times. Alternatively, find a spot high up if the map has one and pick at the enemy with missiles or the rifle. Grimm is the Featured Core this month because of the combination of excellent energy use and choice of weapons. In the hands of a skilled player, Grimm can be a monster.

Goldrina

Designed by Andrew Burg of Collegeville, Pennsylvania



Parts Head: HD-GRY-NX Core: XXA-SO Arms: AN-2S Leas: LN-SSVR Generator: GBG-XR

FCS: RATOR Boosters: B-VR-33

Back Weapon L: WC-IR24 Laser Cannon

Back Weapon R: WC-01QL Laser Cannon Arm Weapon L: LS-99-MOONLIGHT Laserblade Arm Weapon R: WG-B2180 Bazooka Option Parts: SP-JAM, SP-ABS, SP-SAP, SP-S/SCR, SP-E/SCR, SP-EH, SP-E+, SP-Deta

Color Scheme (General)

Base: Red; 47, Green; 43, Blue: 00 Optional: Red: 12, Green: 12, Blue: 12 Detail: Red: 12. Green: 12. Blue: 12 Joint; Red; 12, Green; 12, Blue: 12

Performance

Armor Points: 84B6 Weight: 7B64 Price: 1,283,800

Goldring is a tough Core to play. Not only did Andrew forget to include any kind of radar function, but the weapons require patience and cunning to use properly. All of its weapons, while powerful, are slow and difficult to use with a humanoid leg Core. The Bazooka is a solid weapon-we've seen it used very capably by ChromeXO in a couple of re-



Grade: GREAT

cent AC Challenges. It's slow, but each hit does a ton of damage. The problem with Goldring comes when you realize that both back weapons require this Core to kneel and fire from a stationary position. This procedure takes a few seconds to set up, and all but the slowest of enemy Cores will have moved out of range or attacked by the time you're ready to fire. Rely on the Bazooka unless you can get into a sniper position and surprise the opponent with either of the back weapons.

If you're an Armored Core fanatic and you have a favorite Core you'd like to share with the world, send the specs, color scheme and a brief description to us at:

TIPS & TRICKS Armored Core Designs 8484 Wilshire Blvd, Suite 900 Beverly Hills, CA 90211

I'll personally take your Core for a test run and if it looks like a winner, we'll show it off here in the pages of TIPS & TRICKS. Note: I'm keeping an eye out for Core designs that excel in specific areas; i.e. Highest AP, Fastest Core, Most Expensive, etc. for a future awards edition of *Hard Core*. As always, overweight or otherwise illegal Core designs get tossed in

Parts
Head: HD-REDEYE
Core: XCA-00
Arms: AN-B63-B
Legs: LN-53
Generator: GBG-XR
FCS: TRYX-QUAD
Boosters: B-VR-33
Back Weapon L: WC-01QL Laser Cannon

Back Weapon R: WM-X201 Multi-Missile Arm Weapon L: LS-99-MOONLIGHT Laserblade Arm Weapon R: WG-RFM118 Rifle Option Parts: SP-JAM, SP-ABS, SP-SAP, SP-S/SCR, SP-E/SCR

Color Scheme (General)

Base: Red: 41, Green: 00, Blue: 00 Optional: Red: 00, Green: 00, Blue: 40 Detail: Red: 64, Green: 64, Blue: 64 Joint: Red: 64, Green: 64, Blue: 64

Grade: FINE

Performance

Armor Points: 8856 Weight: 7B41 Price: B1B.750

Uncle Sam and American Pride have kicked off a slew of patriotic Core submissions; Patriot here is the first of them. Of course, all of these red, white and blue Cores are itching for a piece of the other patriots in the AC Challenge arena, and Patriot gets its chance to square off against its predecessors this month. Patriot is a solid design in every aspect except one as far as I'm concerned, but Chris has a reason for this. I felt



that the Rifle is underpowered, especially since most Core designers opt for something stronger. Chris says that the weapon is spedal to him, and he chose it because of its metaphorical similarities to the rifle you have at the start of the game Medal of Honor. Chris says, "It may not be strong, but a constant stream..should bring down an enemy's AP pretty fast." Patriot makes good use of energy, and its other weapons are useful—especially the Multi-Missile, which is powerful at long distances. Check out this month's AC Challenge to see how Patriot fared against a batch of other all-American Cores.

Soul Blade

Designed by Chris "Raziel" Owens of Summerdale, Alabama



Parts
Head: HD-4004
Core: XXA-5O
Arms: AN-K1
Legs: LF-TR-0
Generator: GBG-10000
FCS: QX-9009
Bock Weapon L: WC-CN35

Chain Gun
Back Weapon R: WC-IR24 Laser Cannon
Arm Weapon L: N/A
Arm Weapon R: WG-XP2000 Pulse Rifle
Option Parts: SP-JAM, SP-AXL, SP-EH, SP-Detq

Color Scheme (General) Base: Red: 10. Green: 10. Blue: 10

Optional: Red: 10, Green: 10, Blue: 10
Detail: Red: 0S, Green: 00, Blue: 0S
Joint: Red: 0S, Green: 0S, Blue: 00

Performance

Armor Points: 7206 Weight: 68S6 Price: 1,074,3S0

US Justice

Designed by Kevin Parhomek of Topeka, Kansas



Parts
Head: HD-4004
Core: XCH-01
Arms: AW-R/4 Cannon
Legs: LC-MOS4545
Generator: GBX-XL
FCS: RATOR
Boosters: N/A
B

Grenade Launcher

Back Weapon R: WM-AT Large Missile

Arm Weapon L: N/A Arm Weapon R: N/A

Option Parts: SP-AXL, SP-S/SCR, SP-E/SCR, SP-Detq, SP-ABS/Re

Color Scheme (General)

Base: Red: 00, Green: 00, Blue: 32 Optional: Red: 32, Green: 32, Blue: 32 Detail: Red: 32, Green: 32, Blue: 32 Joint: Red: 32, Green: 00, Blue: 00

Performance

Armor Points: 942S Weight: 10S13 Price: 1,309,300

Another all-American steps up to battle it out with the reigning champions in the Patriot Arena. A caterpillar-type, US Justice flaunts the ability to pile on a huge payload of weapons. The Cannon Arms hit hard and have lots of ammo, and Kevin wisely backs up this power with the ever-popular WM-AT Large Missile and a Grenade Launcher, Subtlety is not an option

Grade: SUPERFINE



with this Core. Drive into battle and keep the heat on the opponent. Send a WM-AT Missile at your enemy, then keep him too busy dodging the Cannon to notice the incoming nuke. Be sure to mix up weapons, using the Grenade Launcher sparingly to take advantage of its wide damage radius. Fast Cores can give US Justice a hard time, but it has the AP and firepower to outlast weaker enemies. Check out this month's AC Challenge to see how it stood up to the other patriotic Cores.

Grade: FINE





Quad-leg Cores have a natural advantage over humanoid-types like Goldring. Where Goldring is almost crippled by the need to stop, kneel and fire from a stationary position with heavier back weapons, Cores using guads can zip along and fire anything without suffering any sort of delay. Soul Blade can make good use of this ability with its Chain Gun and Laser Cannon. Combined with the Pulse Rifle, Soul Blade specializes in fast hit-and-run attacks. Use circle strafing and keep the opponent guessing by switching between weapons. Use the Chain Gun and Pulse Rifle to hit slower moving enemies and break out the Laser Cannon when you need to nail an airborne opponent or inflict big damage with a sure hit. Soul Blade is a solid Core when in the right hands.



Atragon

Designed by Volter Cabias of Kahului, Hawaii



Parts
Head: HD-REDEYE
Core: XXA-SO
Arms: AN-2S
Legs: LN-2KZ-SP
Generator: BGB-10

Legs: LN-2KZ-SP Generator: BGB-10000 FCS: RATOR Boosters: B-T001

Back Weapon L: WC-IR24 Laser Cannon

Back Weapon R: M118-TD Magazine Arm Weapon L: LS-200G Laserblade Arm Weapon R: WG-RFJE Sniper Rifle Option Parts: SP-MAW, SP-JAM, SP-WAUTO, SP-ABS, SP-SAP, SP-AXL, SP-SSCR, SP-ESCR, SP-EH, SP-E-4, SP-ABS/Re

Color Scheme (General)

Base: Red: 11, Green: 22, Blue: 24 Optional: Red: 26, Green: 31, Blue: 30 Detail: Red: 26, Green: 31, Blue: 30 Joint: Red: 26, Green: 31, Blue: 30

Grade: FINE

Performance

Armor Points: 6926 Weight: 6222 Price: 1,239,800

it seems that AC fans are catching on to the merits of the WG-RF/E Sniper Rifle. Although there's a pause between shots, the damage done by this laser rifle-style weapon is incredibly high—at 3800, it packs more punch than even the mighty Karasawa Laser Rifle. With only ten shots, though, you'll have to make each one count. Volter's wise addition of the Magazine unit adds two extra



shots to the Sniper Rifle, so you've got a little more to work with. In the hands of a skilled player, that's more than enough to take down all but the heaviest Cores. The back-mounted Laser Cannon should be used as backup only, or when you have a guaranteed hit. Atragon also uses energy very efficiently, it's a top-notch light-weight Core. Play from a distance to take advantage of the Sniper Rifle and don't get too close to enemy Cores.

British Beauty (B Beauty)

Designed by Kevin Parhomek of Topeka, Kansas



Parts
Head: HD-4004
Core: XXA-50
Arms: AN-25
Legs: LFH-XSX
Generator: GBG-XR
FCS: TRYX-QUAD
Boosters: B-PT000
Back Weapon L: WC-

GN230 Grenade Launcher Back Weapon R: WM-SMSS24 Missile Arm Weapon I: IS-1000W Laserblade Arm Weapon R: WA-FINGER Machine Gun Option Parts: SP-SAP, SP-CND-K, SP-AXL, SP-S/SCR, SP-ESCR, SP-Detd, SP-ABS/Re

Color Scheme (General)

Base: Red: 00, Green: 00, Blue: 34 Optional: Red: 00, Green: 00, Blue: 34 Detail: Red: 34, Green: 00, Blue: 00 Joint: Red: 34, Green: 00, Blue: 00

Performance

Armor Points: B024 Weight: 7674 Price: 1.4SS.300

Jagermech

Designed by John Polimeni of New York, New York



Parts
Head: HD-06-RADAR
Core: XCH-01
Arms: AN-25
Legs: LN-53
Generator: GBG10000
FCS: QX-9009
Boosters: B-PT000
Back Weapon L: M118-TD

Magazine

Back Weapon R: WM-L201 Large Missile Arm Weapon L: LS-1000W Laserblade Arm Weapon R: WG-XFwPPk Laser Rifle

Option Parts: SP-JAM, SP-CND-K, SP-AXL, SP-S/SCR, SP-E/SCR

Color Scheme (General)

Base: Red: 45, Green: 40, Blue: 00 Optional: Red: 20, Green: 10, Blue: 64 Detail: Red: 25, Green: 25, Blue: 25 Joint: Red: 25, Green: 25, Blue: 25

Performance Armor Points: 9008

Weight: 7905 Price: 913,700

John's Jagermech is an exercise in the marriage of heavy armor and mobility. It sports high AP, decent energy usage for boosting and a solid combination of weaponry. For a budget shopper, there's no better combo than the WM-L201 and the WG-XFwPPk. The Laser Rifle lets you use a variety of tactics, including the everpopular circle-strafing and medium-range strafe attacks, which the Large



Grade: FINE

Missiles are versatile, fast and useful in a variety of environments. The Magazine (which I'm starting to see more and more of) adds some additional ammo and Jagermech's 900B points of AP guarantee that it'll be in the fight for the long run.

Here's a Hard Core first: two Core designs by the same designer in one edition. Before the other 500 of you whose AC designs I have waiting in the wings take up arms and hunt me down, let me explain. A few issues ago, I mentioned the idea of getting a bunch of patriotic Cores rep-

Grade: GREAT



resenting different countries together for a special "World Rumble" AC Challenge. Well, Kevin here was the only person to get the ball rolling on this one, by sending in both an all-American Core (Patriot) and a self-made challenger in British Beauty here. So, you don't necessarily need to be from a foreign country to create a Core representing your country of choice. It helps, but perhaps it's a little too ambitious. Anyway, this month's AC Challenge pits all four American Cores against one another, and the winner will be entered, along with B Beauty, in the forthcoming AC World Rumble. So get those foreign-themed Cores rolling in! Now that I've said all of that, I've run out of room to talk about British Beauty...so boot up Master of Arena, build this fine quad-leg Core and hold your own World Rumble.

Parts Head: HD-G7B0 Core: XCH-01 Arms; AN-863-B Legs: LC-MOS4S4S Generator: GRD-RX6 FCS: RATOR Roosters: N/A Back Weapon L: WC-GN230

Grenade Launcher Back Weapon R: WC-GN230 Grenade Launcher Arm Weapon L: N/A Arm Weapon R: WG-XFwPPk Laser Rifle Option Parts: SP-MAW, SP-SAP, SP-S/SCR, SP-E/SCR, SP-EH, SP-E+, SP-DEta **Grade: GREAT**

Color Scheme (General) Base: Red: 14. Green: 14. Blue: 14

Optional: Red: 28, Green: 28, Blue: 28 Detail: Red: 43, Green: 00, Blue: 00 Joint; Red; 33. Green: 00. Blue: 00

Performance Armor Points: 9790

Weight: 10875 Price: 1.139.200

Luigi has a fine heavy Core in Mega Nova. As caterpillar-type Core designs go, this is one of the nicer setups I've seen. Mega Nova should be played offensively. The dual back-mounted Grenade Launchers are powerful but slow. Use them to hit

your opponent as he lands; that second of immobility after hitting the ground is the perfect opportunity to nail an enemy Core with a couple of grenades! The slow Grenade Launchers are balanced out by the choice of a Laser Rifle, which is fast and capable of hitting quick Cores even while they're airborne. Use the Laser Rifle from a distance and against opponents who are zipping around the Arena, and break out the Grenade Launchers whenever the enemy stops. Mega Nova also has good energy use—the Laser Rifle is the only weapon which needs energy, and if you should run out, the back weapons can hold off your enemy until you recharge. The only design flaw in Mega Nova is the lack of a Laserblade; although the opportunity to actually use one seldom presents itself to slow-moving, heavy Cores, you never know when an opponent will get too close and a good Laserblade strike can change the tide of a battle.

ZX-Mk.IV

Designed by Eli Cloninger of Dallas, North Carolina



Parts Head: HD-06-RADAR Core: XCA-00 Arms: AW-XCS 500 Laser Cannon Legs: LC-MOS4S4S Generator: GRD-RX6

Roosters: N/A Back Weapon L: WC-GN230

Grade: GREAT

Grenade Launcher Back Weapon R: WC-GN230 Grenade Launcher Arm Weapon L: N/A

Arm Weapon R: N/A Option Parts: None

Color Scheme Leaf Pattern/Steel Leaves

Performance Armor Points: B316 Weight: 9306 Price: 445,200

Finally, let's close this month's excursion into the minds of fanatical Armored Core designers with a bit of constructive criticism. Every Core unit has a number of slots to fit selected Optional Parts into. and these should always be taken advantage of-always. By leaving these slots empty, you give your opponent an



advantage. The only reason to not use any Optional parts is if you simply haven't earned enough credits in Scenario Mode or Arena yet, and if that's the case, you need to play the game more. However, if you're on a tight budget, and Eli apparently was when designing this Core, you could do a lot worse. ZX-Mk. IV is designed to be played close and hard, and the Laser Cannon arm units and double back-mounted Grenade Launchers fit the bill. Every one of these weapons creates a huge explosion, which will impair your opponent's vision, hold them in place for a second and hit them with area effect damage. A steady barrage of fire from these weapons can be the demise of a slow Core or an unprepared opponent. The caterpillar legs allow you to move and fire the Grenade Launchers simultaneously, but forget about flying anywhere; this Core eats energy extremely quickly. ZX-Mk. IV is a well-built budget Core and will serve you well, especially in the Scenario Mode.

Schafer's Uncle Sam back in the April edition of Hardcore) managed to hold its ground against Uncle Sam and the two newcomers and keep the title. Although

Uncle Sam was the favorite to win, AM Pride's stronger

Laser Rifle and high AP cut a swathe through the op-

position. Patriot, featured in this issue, held its own

though its armament is solid and it has potential, it

whose Core will represent America in the upcoming

was unfortunately no match for the trio of faster Cores, Congratulations to Adam, designer of AM Pride.

against the stiff competition but was ultimately ham-

pered by its inferior choice of main weapon. The other newcomer, US Justice, didn't fare nearly as well. Al-

As I mentioned before, this AC Challenge will decide which of these four All-American Cores will be entered into an upcoming AC Challenge World Rumble, which will pit Cores from around the globe in a battle royale! So get busy! Create a Core themed around your country, or any country you think should be represented in the Rumble. We'll take the best of them and dedicate an entire edition of Hard Core to showcasing each foreign Core, as well as pitting them against each other in the mother of all AC Challenges! Meanwhile, we had to pare down our stable of four American Core submissions to just one, so here are your results. We did the Challenge a bit differently this month; a round-robin tournament-style battle was held, with every Core facing the others in a best-of-

three-match. The winner would be the Core with the best win record. The defending champion. Adam Weisenberger's American Pride (which pulled out a 4-2 win over David

Uncle Sam	Patriot	US Justice	AM Pride	Total Wins
Х	Win (2-1)	Win (3-0)	Loss (1-2)	2
Loss (1-2)	X	Win (2-1)	Loss (1-2)	1
Loss (0-3)	Loss (1-2)	X	Loss (0-3)	0
Win (2-1)	Win (2-1)	Win (3-0)	X	3
	X Loss (1-2) Loss (0-3)	X Win (2-1) Loss (1-2) X Loss (0-3) Loss (1-2)	X Win (2-1) Win (3-0) Loss (1-2) X Win (2-1) Loss (0-3) Loss (1-2) X	X Win (2-1) Win (3-0) Loss (1-2) Loss (1-2) X Win (2-1) Loss (1-2) Loss (0-3) Loss (1-2) X Loss (0-3)

AC Challenge World Rumble!

TIPS & TRICKS **July 2001**





Celebi's Time Adventure

The astronomical potential for stomachchurning, paradoxical catastrophe when mucking about in scientific voodoo as complex as time travel has made it a fascinating subject for amateur physicists across every entertainment medium. Though some may doubt that a Pokemon movie can create a halfway decent representation of the actual mechanics involved in distorting the space/time fabric, remember that it.

comes

from the same source that consistently brings us localized black voids in wallets across the world. The pre-sale tickets for

the fourth Pokemon movie went on sale in Japan over two months ago, on March 1

two months ago, on March 17th; the actual opening release date in Japan is on July 7th. According to Anatole's translation of the official Japanese website for the movie, you can



only get the pre-sale tickets if you are between the ages of three and "junior high," so if you're 40 years old, but haven't yet graduated from junior high, you're good to go. Thos young, uneducated, or eager enough to obtain the pre-sale tickets also get a care package that comes with a Kakureon The pre-sale ticket package:

Kakureon card, Celebi pendant, Pikachu playmat, Stickers and Suicune Monster Ball Badge lenticular card, a Suicune Monster Ball Badge, a Celebi pendant, a Pikachu playmat and various stickers.

As always, new rare Pokėmon take center stage for this





Masked villain Bishasu and his robot Gareosu

latest movie adventure, which chronicles the journey of Ash and friends as they explore strange new worlds, seek out new life and...er, sorry, wrong franchise. Since ultra-rare Pokemon gravitate toward Ash like Homer Simpson to a forbidden donut, our bumbling hero trips over Celebi, falls onto Suicune





and gets embroiled in the evil, Pokemonstealing machinations of Team Rocket while taking a stroll through the forest. Celebi's trainer, a boy named Yukinari, explains to Ash that he

and Celebi were forced 40 years into the future by a maskwearing villain named Bishasu who rides a robot named Gareosu and wields Dark Pokė Balls, which can turn any Pokėmon they capture evil. Though Celebi is the main attraction, four other rare Pokėmon appear in the movie: the legendary cat Suicune and the three Pokėmon characters unveiled during Japan's Game Boy Advance press conference, Ruriri, Kakureon



and Hoeruko.







(L - R) Suicune, Hoeruko, Kakureon, Rurin

Pikachu's Doki Doki Hide-and-Seek Adventure



Since no Pokémon movie is complete without a Pokéspeak adventure accompaniment, Celebi's Time Adventure is preceded by the animated short Pikachu's Doki Doki Hide-and-Seek Adventure. You can think of "Doki Doki" as equivalent to the pitter-patter sound of a heart-

beat. Pikachu meets some new friends by the ocean and they enjoy a game of hide-and-seek. The adventure also includes song and dance routines (though nothing has yet equaled the pure psychedelic mind-trip of the animated short that preceded the first Pokémon movie.) Popular Japanese actress Kumiko Endo finished the narration for Pikachu's Doki Doki Hide-and-Seek Adventure in one take in front of the Japanese press, further solidifying her reputation as one of the best narrators in the business.





The Art of Pokémon 3: The Movie

All you aspiring artists out there—this book is not for you. There's nothing regarding animation or artistic techniques contained within this deceptively titled tome; it's just a summation of both the feature-length motion picture and of the animated short, Pikachu and Pikhu, written in lanquaee simple enough for a

UE MUVIE

pretty bright 6-year old to understand.
Further evidence that this is not for a mature audience comes in the form of a caveat near a picture of Pikachu and the Pichu brothers rolling down a sidewalk inside a rubber tire which reads, "Don't try this at home kids! Remember, these are trained Pokemon on a closed animation set!"

Pokémon: Crystal Version



Pokémon Crystal's release date in the United States has been officially announced as July 30th, a much earlier date than previously expected. In Pokémon Crystal, the player is able to choose between a boy and girl character, a much-needed reprieve for those of us of the female persuasion.

Below are some of the first English screen shots of the game.





San Francisco Japan Town



While wandering the hilly streets of San Francisco last week, occasionally dodging empty Funyun bags strewn into the wind by lithium-deprived children of the damned and wondering whether verbal exchanges between my

significant other and passing lunatics would escalate to blows, I found a spare moment to duck into Japan Town to pick up some more Pokémon toys. For quite some time I assumed the rubber Totodile, Chikorita, and Cyndaguil figures were stamps; that is, until I tried to actually take the bottoms off and one of them growled at me. They're about two inches tall and have tiny speakers inside which emit various Pokémon sounds when agitated.

Sitting alone in a bin full of happier-looking Pokémon was this pink Snubble, with a perpetual snarl and fangs bared, Despite its frou-frou appearance, Snubble still tries to display a bit of attitude, something very hard to pull off when wearing what looks like a pink tutu



with blue polka dots around your hindquarters.

lostic Pichu



Now that Pikachu's getting old and grayishvellow, it's time for a new generation of common house rodents to bewitch consumers into the poorhouse by bestowing truckloads of merchandise with their image. Pikachu's progeny, Pichu, is a baby Pokémon you get by breeding a couple of starry-eyed Pokémon in Pokémon Gold and Silver. Chris B. picked up this cute plastic Pichu from a

you wind it up, the two-inch tall Pichu will wave his arms and ears up and down, a cute and disarming tactic to distract you so it can come to life and eat you! Okay, it just winds down after a few seconds, but the oddly hypnotic rhythm of its waves suggests there are some subliminal forces at work. One of a four-part set of figures released in Japan by Bandaí.

small import store in L.A. If

Pokémon Tales From Viz Comics

Pokémon Tales are small children's books that are created by different writers and authors in Japan. Even casual glances at the interior show distinct art styles, as you can see below. Though the writing is geared for a younger audience, adults and older children should share these stories with any young Pokemon fanatics they know, since these picture books are meant to be read aloud. After finishing the story, there's a puzzle in the

FIRST PRIZE FOR STARMIE back of each book where you need to find the image of a Pokémon hidden within the artwork.

1. Pokémon Tales #15-First Prize for Starmie Starmie uses a shortcut during a race through outer space, nearly unseating Santa Claus in the process.

SEEL TO





3. Pokémon Tales #17-Mewtwo is Watching You! Mewtwo glares at Pokemon from a hilltop, making them too nervous to play.

4. Pokémon Tales #18 Magnemite's Mission Magnemite's Good Samaritan act brings him in contact with a plummeting meteorite.





Feast your eyes on this Zubat airplane. Constructed lovingly with my own hands, this miniature marvel is a dar-

ling piece of pseudo-machinery which can simulate flight at speeds of at least 9.8 meters per second squared. On its maiden flight



from my hand to the ground underneath mν hand,

> twisted and turned like Tom Cruise in Top Gun and made a perfect one-point landing...nose first, soft as

a feather. Truly a miracle of modern technology. Oh, and it comes with a couple sticks of gum.

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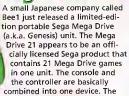
PlayStation 2 owners in Japan finally got the game they've been waiting when Gran Turismo 3 hit the store shelves on April 28th. Sony commemorated the event by setting up kiosks all over Tokyo and called it the "Gran Turismo 3 Driving Fair." The GT3 kiosks demonstrated different ways

in which Gran Turismo 3 can be played. Six PS2s were daisychained with i-Link cables for a six-way multiplayer race with

the new GT Force wheels. With three PS2s, three copies of GT3 and additional link cables, Gran Turismo 3 can also be played on three monitors for a left, right and center view-much like the arcade version of Sega's F355. Whether you were in Akihabara, Ginza or Shibuya,



GT3 was on everyone's shopping list. At the end of three days, Sony managed to sell over one million copies of GT3, making it the fastest-selling PS2 game so far (the previous record was held by Onimusha). Wait 'til Final Fantasy X makes its debut in July!



AV cables and AC adapter plug directly into the controller and into the TV so you can be up and running in no time. The 21 games are actually different variations of eight Mega Drive games like Flicky, the Sonic the Hedgehog series, Tecmo World Cup, Alex Kidd and others. There have been many shady multi-cart consoles that have been released in

places like Hong Kong and Korea that let you play multiple titles on one closed system. More often than not, however, these consoles are underground and contain pirated versions of classic games. The official Sega license could make this unique product particularly interest-

ing for the Sega collector. **TIPS & TRICKS**



Parappa Cartoon

In the April issue of Japan Report, we broke the news about the new Parappa the Rapper cartoon airing on national Japanese TV. Since then, we've learned a couple more details about the show. In addition to Parappa's regular friends like Sunny Funny and PJ Berri, a few new homies have been introduced on the program:

Matt



interest in girls. Hmmmm... Paula



Paula is a musician who leads her own all-girl rock band, just like Milk Can from Um Jammer Lammy, She's a little more "proper" than Lammy and believes in caring for

others. She's strong-willed and is even active in sports.

Pinto



Little did we know that Parappa has a little sister! Pinto always tags around her older brother and sometimes even gets in the way. She carries a little pet in her basket at all

In the first episode of Parappa the Rapper, Parappa realizes that he double-booked a gig. As he wonders how he's going to play two shows in one day, he remembers that he also



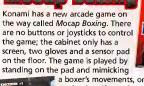
promised to play basketball with PJ! The panic



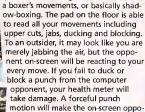
sets in deeper when Sunny calls and yells at him for not showing up to her garage sale. Oh, no-Parappa can't keep a schedule! Things don't get any easier when Parappa gets sidetracked by the

lovely Paula. Sunny Funny won't be happy!

Konami has a new arcade game on the way called Mocap Boxing. There are no buttons or joysticks to control the game; the cabinet only has a screen, two gloves and a sensor pad on the floor. The game is played by









crucial K.O. punch opportunity presents itself. Mocap Boxing will make you sweat! Just make sure you don't stick your hand through the glass-I know what that feels like!



zombles RETURN!

Every Spring, the Japanese enjoy a weeklong holiday known as Golden Week. Many

game companies take advantage of the long holiday to promote their products through special events (Sony, for example, released GT3 on the first day of Golden Week). Capcom has reopened two of its popular



Biohazard (a.k.a. Resident Evil) attractions for the holiday growd: Biohazard 4-D Executioner and Biohazard Nightmare. Biohazard 4-D Executioner, which we featured in the January

2001 Japan Report, is a computer graphic 3-D movie where people wear 3-D glasses and sit in "gimmick chairs". It is currently playing at Fukuoka Space World. Biohazard Nightmare was featured in Japan Report

way back in October of 1998 and has re-opened at Toshimaen amusement park in Tokyo. The attraction is basically a haunted mansion-style ride with Biohazard zombies. This time. Biohazard Nightmare will be based



on Resident Evil Code: Veronica. Here in the U.S. we will soon be able to catch the Resident Evil movie starring Milla Jovovich as Jill Valentine!

Soon after announcing that all production of Dreamcast units will be halted at the end of March, Sega held a huge public event in Tokyo to show that it is still alive and kicking as a software developer. The two-day event, called Game Jam, was held on April 14th and

15th at the Zepp building in Tokyo. All of Sega's most talented game designers, like Yu Suzuki and Yuji Naka,





made appearances. Several games were on display to give show-goers an early look at some upcoming titles

like Sonic Adventure 2 and Crazy Taxi 2. The most popular game on display was Phantasy Star Online Ver. 2, where people stood in line for four hours just to demo the game! There were also special stage shows featuring actors dressed up as Sega characters. Check out the

guys who played. Ryo and Ren from Shenmue II! Sega plans to make this an annual event much like Nintendo's Space World shows in Japan.





Konami has joined the recent robotic pet boom with its own mechanical critters, but



have vet to

named. For now, Konami has been calling the mouse robots Didi (the



blue male) and Titi (for the pink female). A contest is currently being held in Japan to see who can come up with the best names for these little buggers. Different behavior programs for each pet will be available for download from Konami's website.

Speaking of robotic pets, Sony just announced the new Special 2nd Anniversary models of its now-famous Aibo dogs. The new

colors have a metallic sheen and reflect different color tints in bright light. Very cool!



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"Cool" is one of the most abused words in the English language. People say "Cool game!" or "Cool shoes!" even when something is only slightly cool. When we say that something is cool, we mean it! Well, maybe not always—but you won't see too many signs of abuse in the.

The GT Force Wheel from Logitech M.A.G.S. or Music Activated Game System is a strange little handheld game from Hasbro that reacts to your music. Plug M.A.G.S. into your portable CD-

you can play a mini shoot-'em-up game . The targets are created by certain frequencies and tones generated by the music you're listening to. M.A.G.S. will be available in July for a suggested retail price of \$19.99.

player or Walkman and

(Logicool in Japan) was specifically created for Gran Turismo 3 for the PS2. The wheel plugs into the USB port on the front of the console and comes with a brake/accelerator floor unit as well. Unfortunately, the wheel can only be played by clamping it onto a table or desk. The wheel has Force Feedback control and nice blue rubber grips on the handles. It's also compatible with other PS2 games like Tokyo Extreme Racer Zero. Shown here is the Japanese version; the U.S. version of the GT Force Wheel will be released when Gran Turismo 3 hits the stores this summer.

o not

A Japanese company called Sunseibu acquired Nintendo's official license to create one of the first periph-

> erals for the Game Boy Advance. The

Light Boy Advance has a flip-top with two light sources to accompany the wide screen. It also has a semi-magnified cover that protects your screen. You can bet that some American peripheral company will get distribution rights for this cool little product, so keep your eyes peeled.

procured this very cool Sonic Swatch. This watch is part of the Swatch Beat series that tells "Internet time." Unfortunately, the watch doesn't have a Sonic logo or anything-it's only on the packaging-but it does have the token red and blue Sonic colors. A neat little collector's item!

Hasbro is going all out with its new little handheld game, PDX. These PDX Containment Units come in purple for Plasmo, red for Spino and green for Cycro. You can play solo or battle it out with friends as you increase the strength of your POX Infector. By collecting various head, body and tail

parts, you can create over 7,500 different creatures. If another player player with a POX unit comes within range—between 15 and 30 feet—your POX Infectors can do battle even while you're busy doing something else! For a little electronic handheld game, it's actually pretty complex. POX is available for \$24.99.

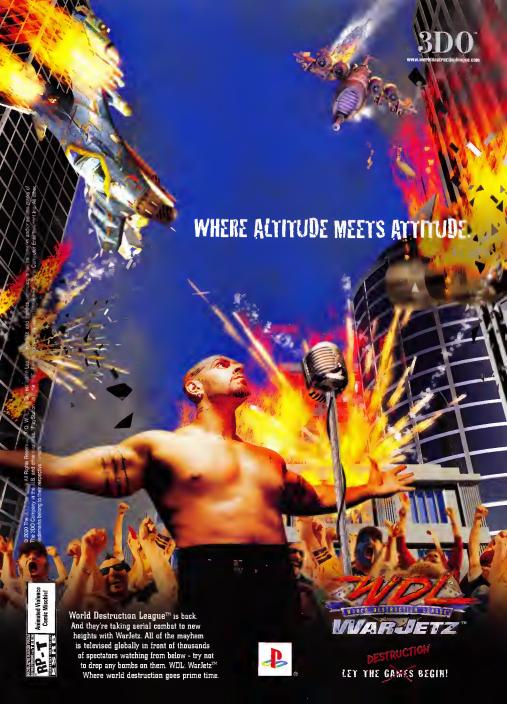
GAME BOX NOVENICE

At a recent Nintendo press event we received this neat Game Boy Advance water bottle. Nintendo took us out camping to show how the GBA can be played anywhere, even in places without electricity. Actually, with the rolling blackouts caused by power shortages here in California, we're pre pared for an experience like this every day!





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